

# From Models to Code

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# Who am I?

- Associate Professor in Computer Science, mainly in Software Engineering
- Research interests:
  - Multiagent systems
  - Agent oriented software engineering (AOSE)
    - Modeling (Agent UML among others)
    - Methodology
  - Model-driven Engineering
  - Big data

# Where do I work?

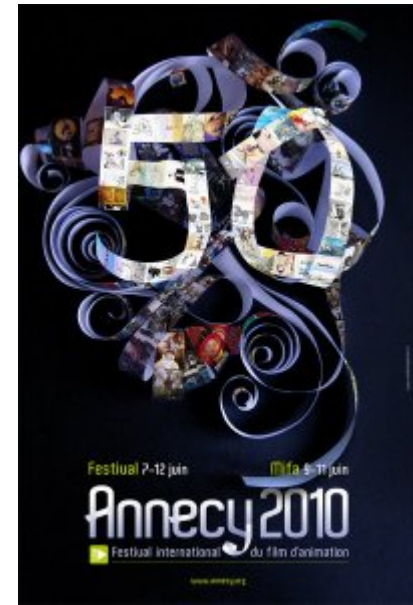
## LISTIC laboratory

- Image processing
- Information fusion and processing
- Fuzzy functions
- Ontology
- Software engineering
- Performance analysis





## Annecy, little Venice





# Talk outline

- Introduction towards model-driven development
- What is a model?
- Model-Driven Architecture (MDA)
- Model-Driven Engineering (MDE)
- Domain-Specific Languages (DSL)

# **Model-driven Development (MDD)**

**Model**

**Model to Model  
(M2M)**

**Model-driven Architecture  
(MDA)**

**Model-driven Engineering  
(MDE)**

**Domain-specific Language  
(DSL)**

**Model to Text  
(M2T)**

# ***Model-Driven Development***

***(or: Why I'd like writing programs that write programs  
rather than writing programs...) (J.-M. Jezequel)***



# Introduction towards Model-Driven Development

# 1950s

- Computers and programs appear
- Programs are no longer military ones
- Programs are written with machine code:  
100110011...
- Machine code is part of first generation languages
- But second generation languages appear such as  
Assembler to reduce complexity to develop  
programs
- And some third generation languages such as  
FORTRAN (1954)

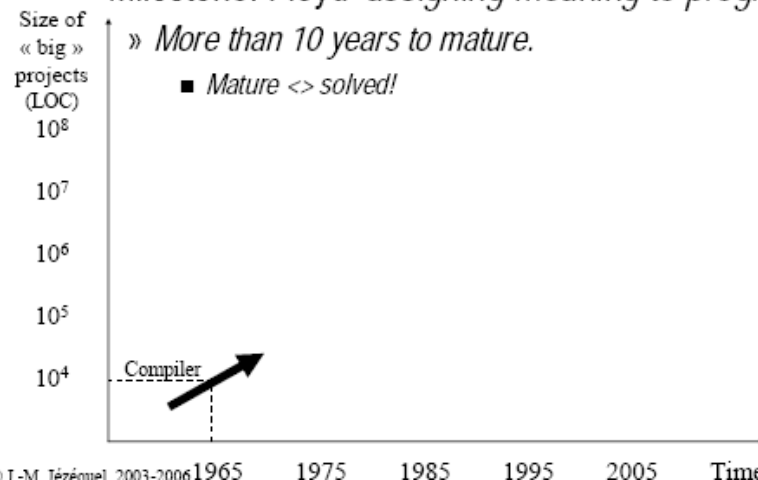
# 1960s

- The term « Software Engineering » is coined at the NATO Conference in 1969

## Problems addressed in SE

- 1960's: Cope with inherent complexity of software (Correctness)

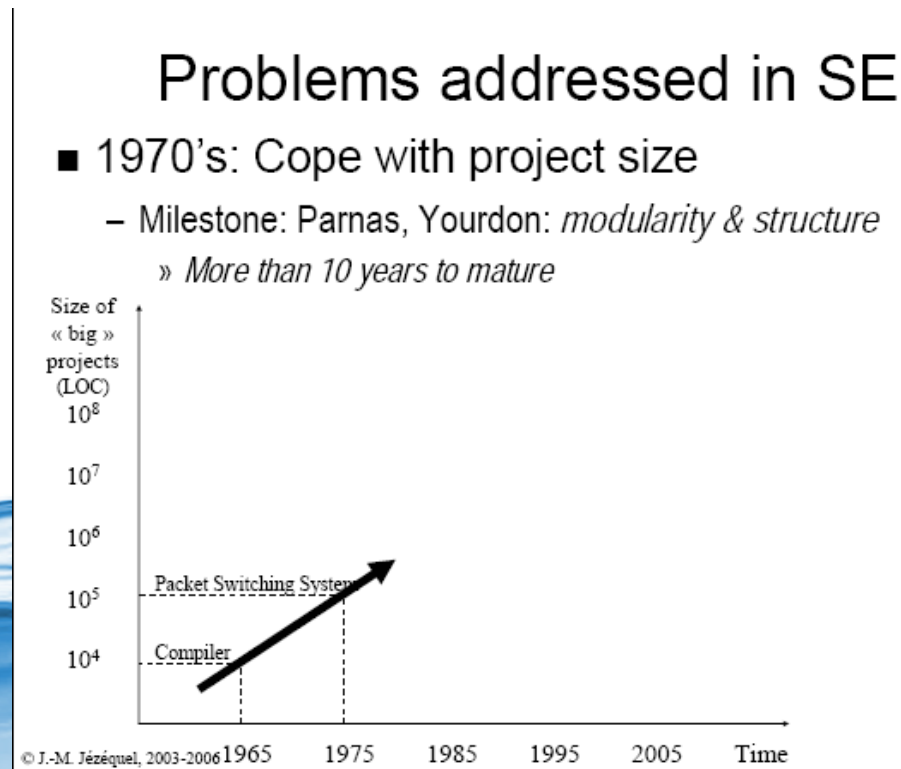
– Milestone: Floyd '*assigning meaning to programs*'





# 1970s

- Third generation languages such as C (Ritchie, 1972)



# 1980s

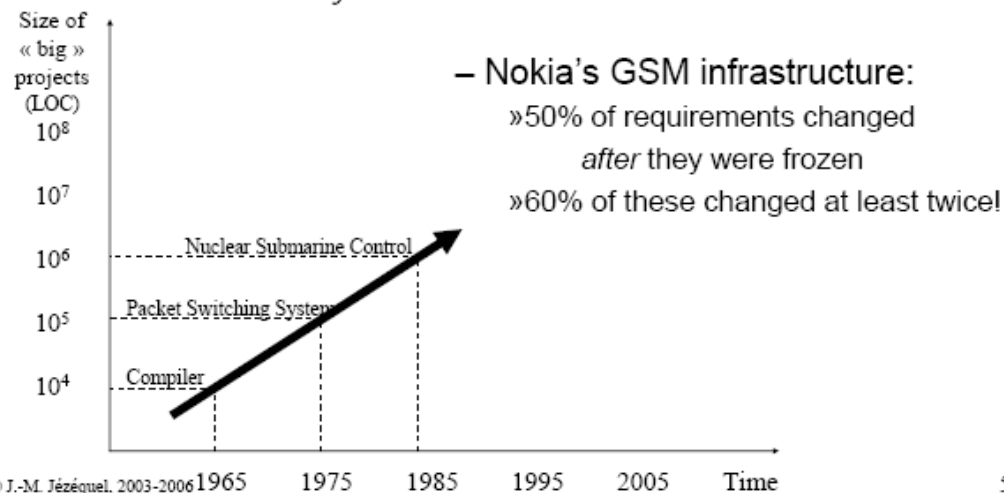
- From procedural languages to object programming, C++ (1983)

## Problems addressed in SE

### ■ 1980's: Cope with variability in requirements

– Milestone: Jackson, Meyer: *modeling, object orientation*

» *More than 10 years to mature*



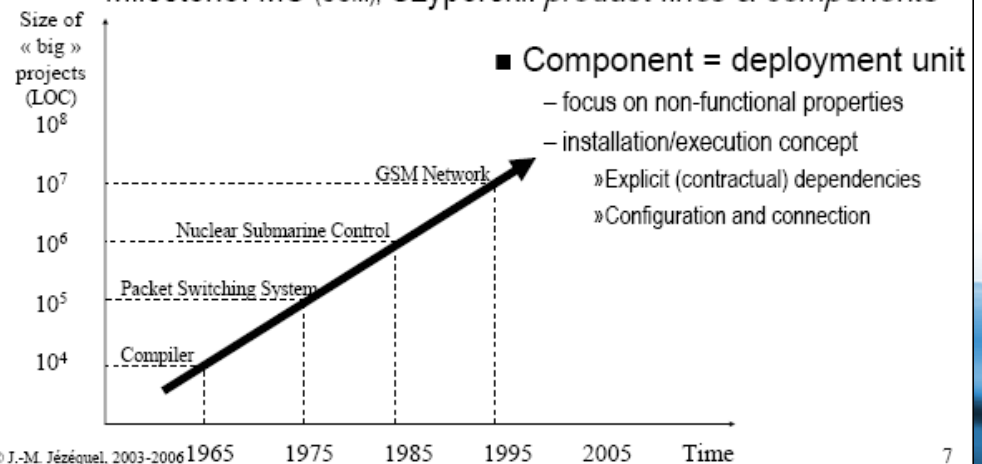
# 1990s

- Classes are packed into packages and components : component-based programming

## Problems addressed in SE

- 1990's: Cope with distributed systems and mass deployment:

– Milestone: MS (COM), Szyperski: *product-lines & components*



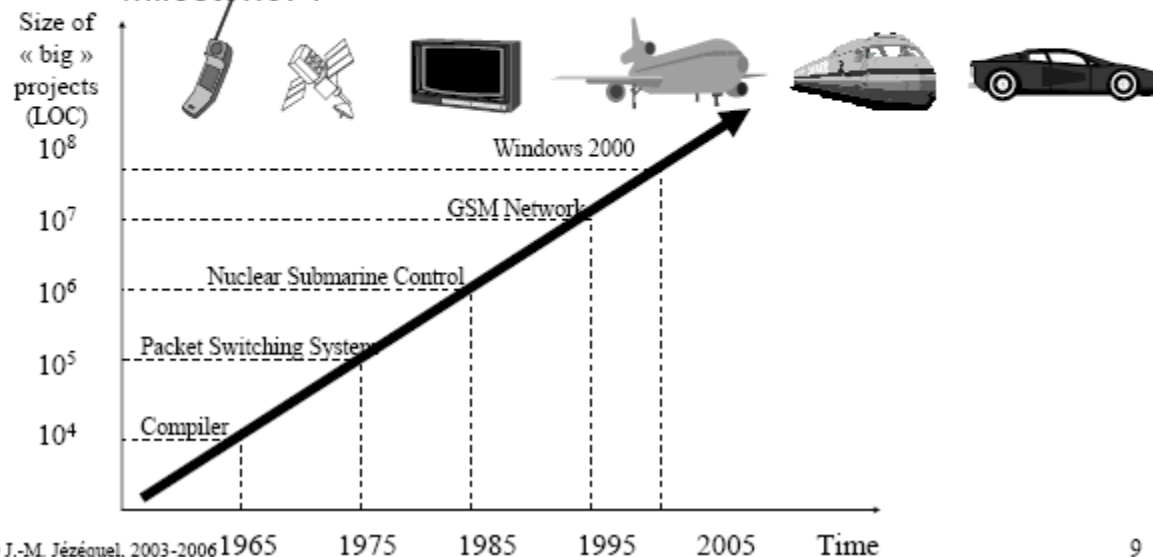


# 2000s

## Problems addressed in SE

- 2000's: pervasive software integration, accelerating technological changes (platforms)

– Milestone: ?

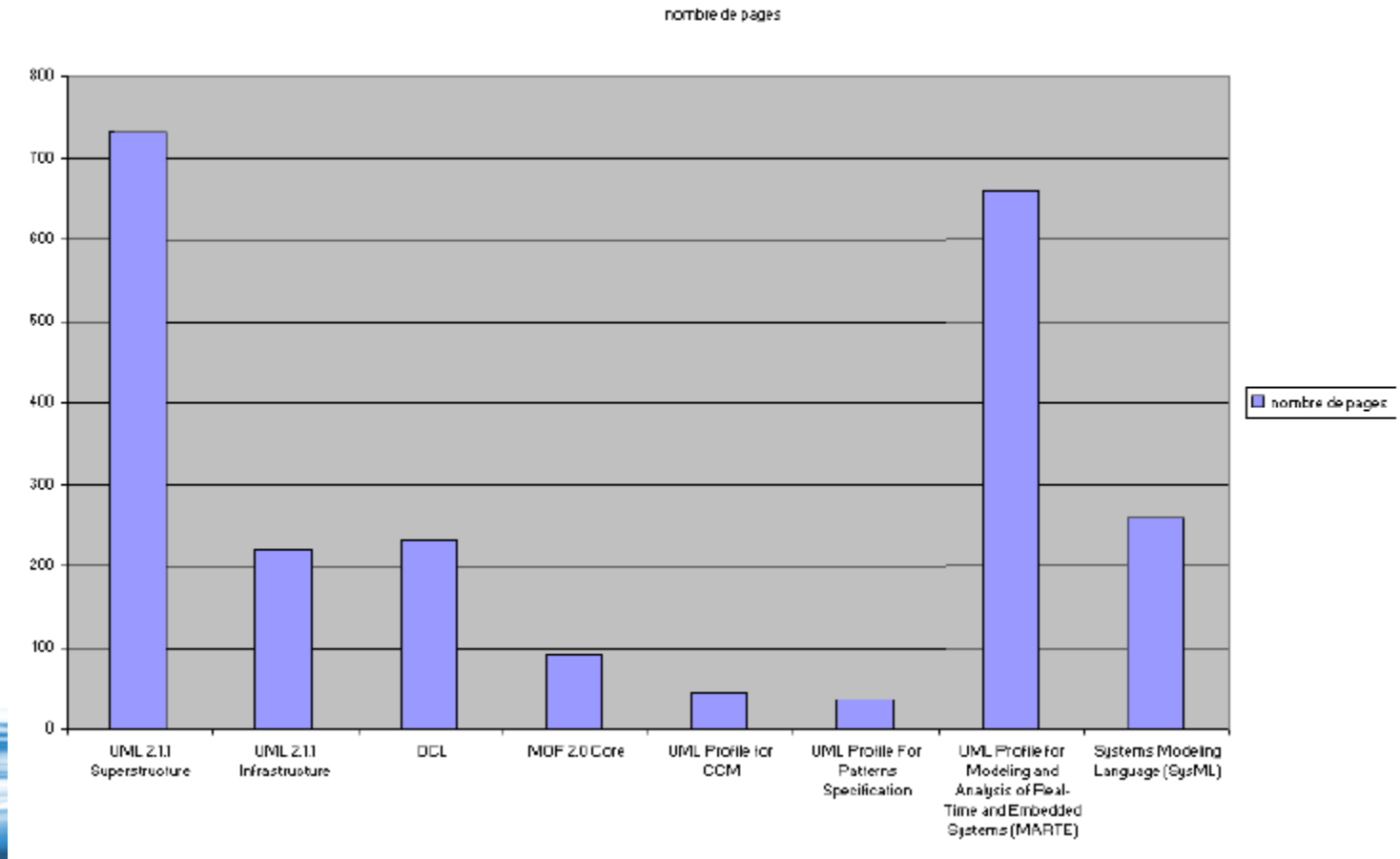


# Complexity is everywhere

## Lines of Code

- Windows NT 3.1: 5M LOC
- Windows 2000: >29M LOC
- Mac OS X 10.4: 89M LOC
- Firefox: 1M LOC

# Complexity is everywhere (cont'd)

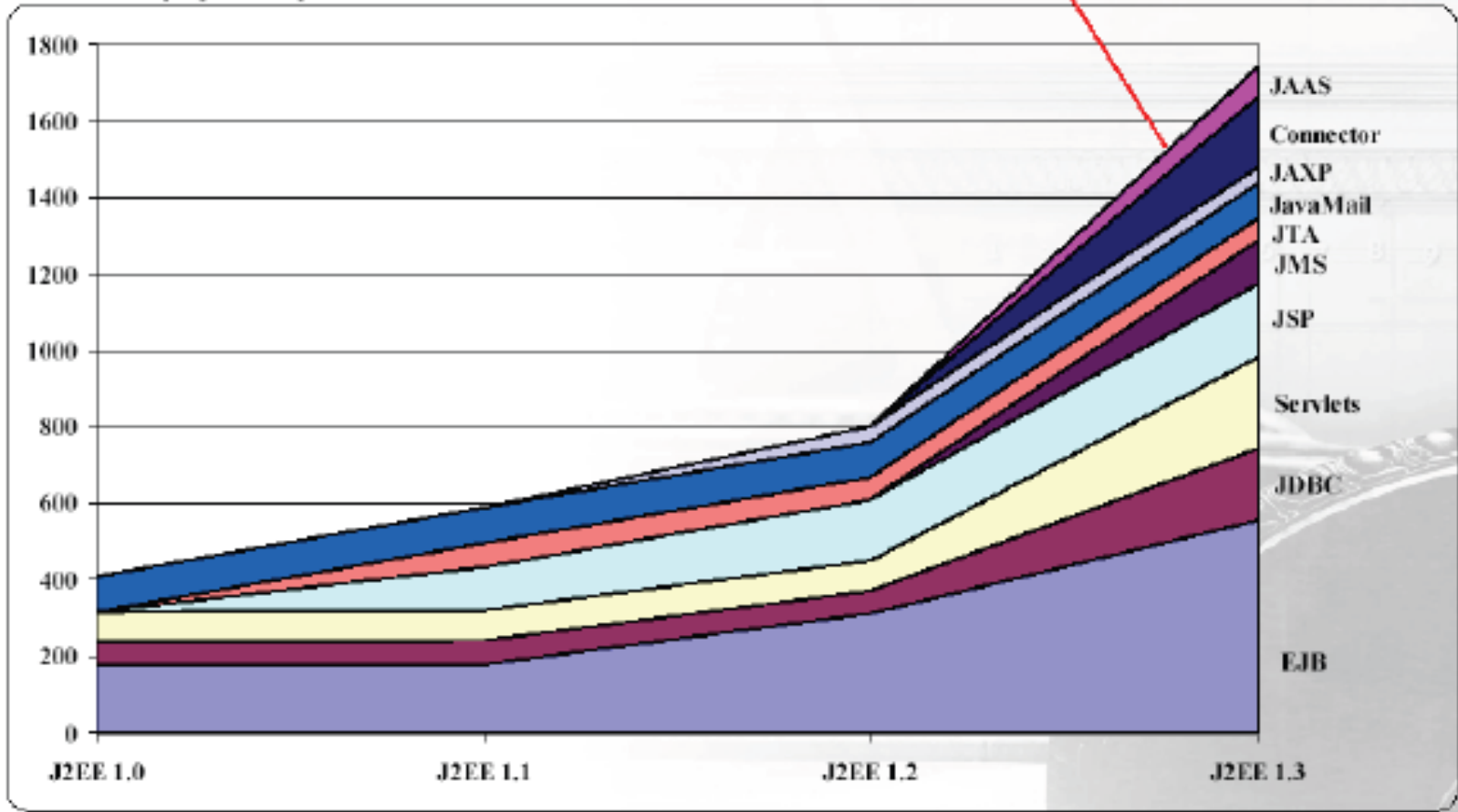




# Complexity is everywhere (cont'd)

Number of pages in specification

Widening scope



d'après Interactive-Objects

# The death march of specifications

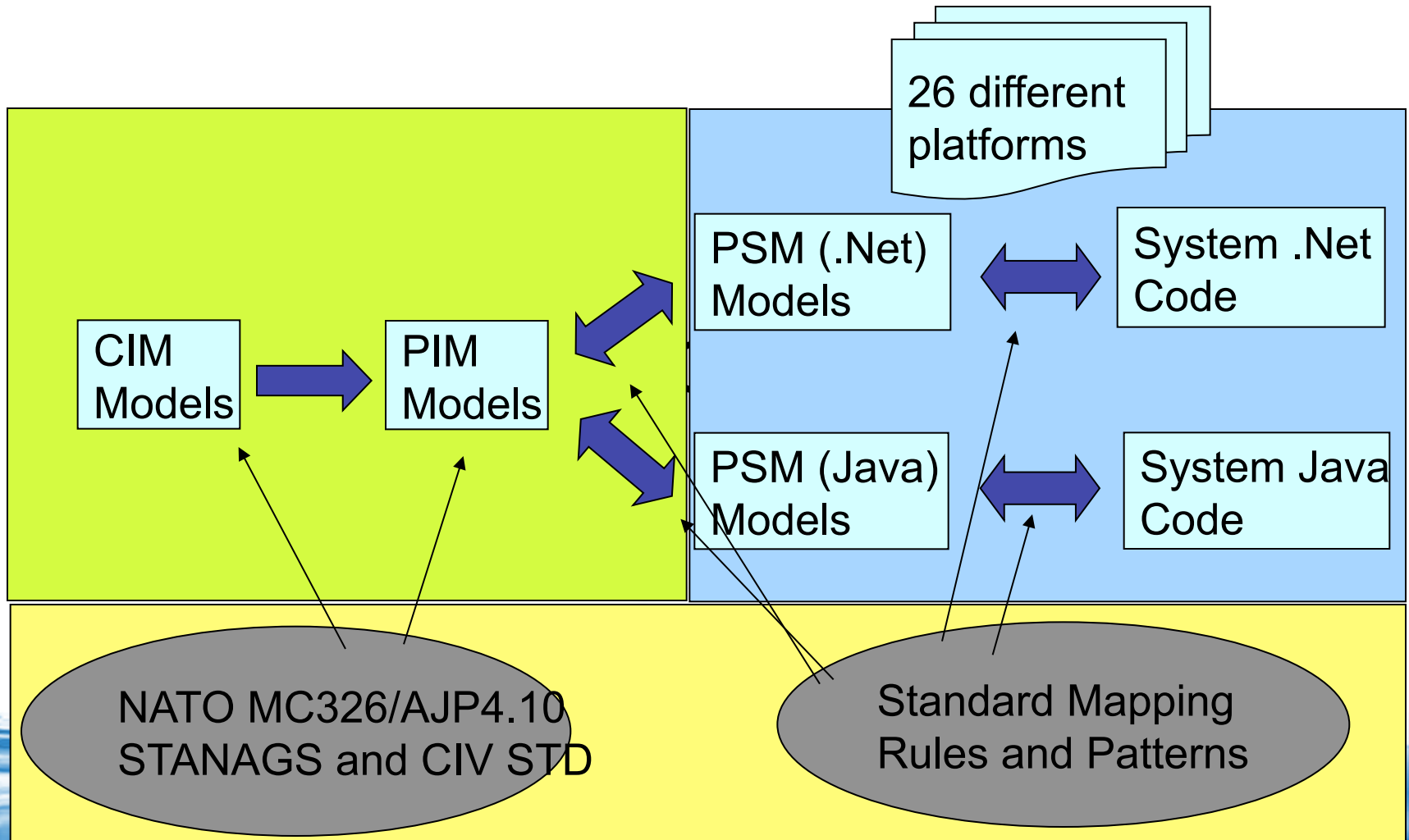
J2EE	Date of release
1.0	1999
1.1	
1.2	2000
1.3	2001
1.4	2003
5	2006
6	2010

# Too many platforms

- Technological platforms
  - .NET
  - Java (SE, EE, ME)
- Hardware platforms
  - Xbox 360
  - PS3
  - Wii
- Etc.

# The Military Medical Information Systems Example

- No common NATO Electronic Health Record
  - Nations' own responsibility
    - “Push” from national EHR to NATO: No semantics or syntax standard agreed upon
  - Periodic reports about medical status
    - Delayed and aggregated: Not good enough for many purposes
- 26 NATO member nations
  - 26 different Electronic Health Records (at least: one nation may have more than one system)
  - 26 different technological “platforms”?
  - 26 different “standards”?
  - Maturity of systems varies
- Multinational Integrated Medical Unit (MIMU)
  - Many nations in one medical treatment facility
  - Should (must?) share information





# If you were still not convinced...

From the Standish group, in 2003, on 13522 IT projects

- 34% respect the deadline and cost
- 51% respect the deadline but increase the cost
- 16% are stopped before ending

It is time to change the  
way to develop software

# Model-Driven Development

# Philosophy behind model-driven development

- Gains abstraction: adopt an eagle's eye view of software rather than a mole's one
- Gets separation of concerns between business stuff and technological one
- Modifies the leitmotive « Write once, runs everywhere » to « Model once, generate anywhere »

# What is a model?





Are they the same?



# Why modeling?

**Modeling**, in the broadest sense, is the *cost-effective use of **something in place of something else** for some cognitive purpose. It allows us to use something that is **simpler, safer or cheaper than reality** instead of reality for some purpose.*

A **model** represents reality for the given purpose; the model is an **abstraction of reality** in the sense that it cannot represent all aspects of reality. This allows us to deal with the world in a simplified manner, avoiding the complexity, danger and irreversibility of reality.

*Jeff Rothenberg*



One real « car »: several models  
depending on the point of view...  
Hundreds of thousands data...



# Ferrari F60

Different points of view for modelling:

- If you are Scuderia addict:
  - Drivers
  - Nb of victories
  - Etc.
- If you are an engineer:
  - Nb of horsepower
  - Maximum speed
  - Etc.

**Simplified view of system  
and with only worthwhile data**

# What is a model?

[OMG MDA Guide 1.0.1]

A *model* of a system is a description or specification of that system and its environment for some certain purpose. A model is often presented as a **combination of drawings and text**. The text may be in a modeling language or in a natural language.





Tower



One model, two instantiations

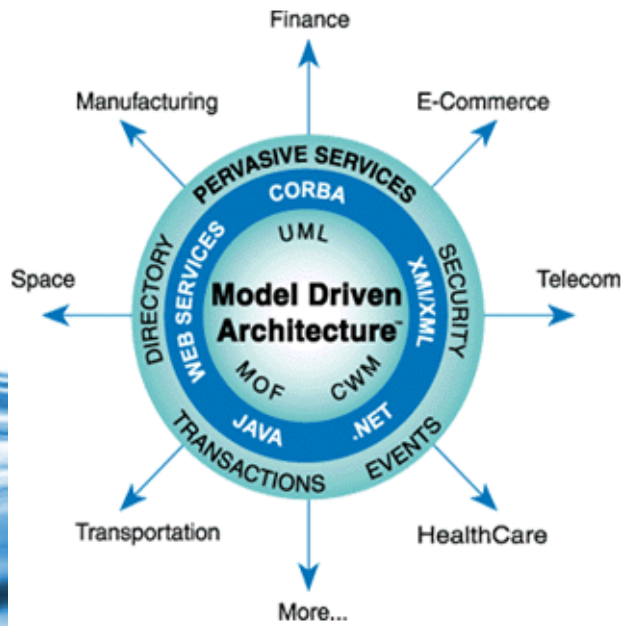
# Model

- A model is a description, a **partial** specification of a system:
  - Abstraction of a real entity with only interesting features for a given context and a given aim
  - Subjective view of a system
- The aim of a model is:
  - Ease the understanding of a system
  - Simulate a system under use
- Outstanding examples:
  - Economical models
  - Social models



« One and three chairs ». Joseph Kosuth. 1965

# Model-Driven Architecture (MDA)



# Model-Driven Architecture (MDA)

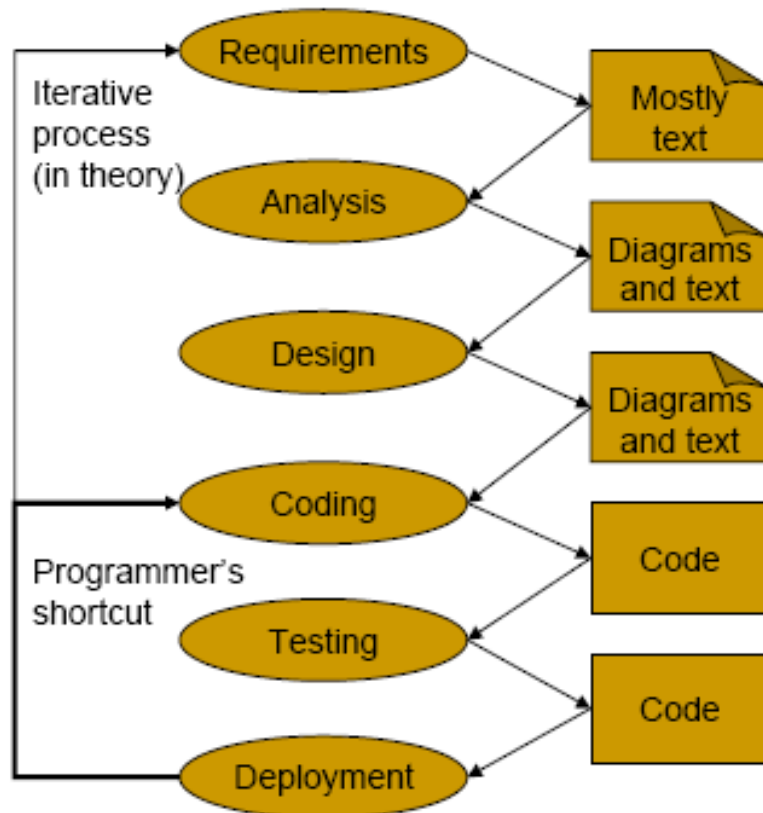
- Proposed by the Object Management Group (OMG) consortium
- Part of a collection of standards
  - UML
  - SysML
  - XMI
  - MOF
  - SPEM
  - CWM
- Uses extensively UML models



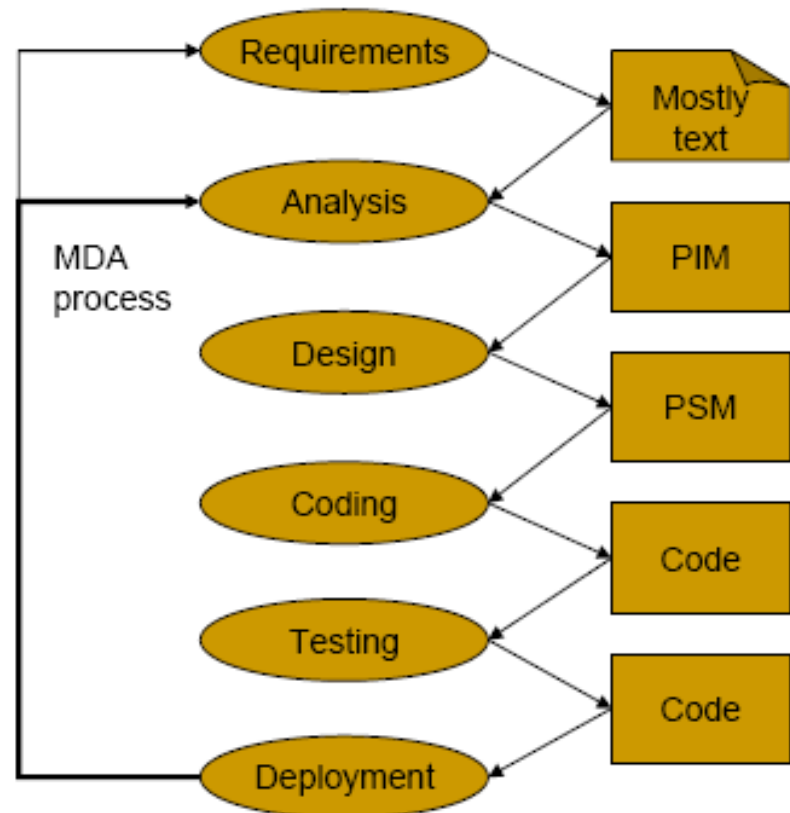
# Model-driven Architecture (MDA)

- Separation of business functions from technological implementation
  - Represent common concepts in a model independent of computation and technological platforms
    - CIM: Computation Independent Model
    - PIM: Platform Independent Model
  - Use the PIM model transformation to create new platform specific models
    - PSM: Platform Specific Model
  - Generate executable code (applications) from the PSM

## Traditional lifecycle



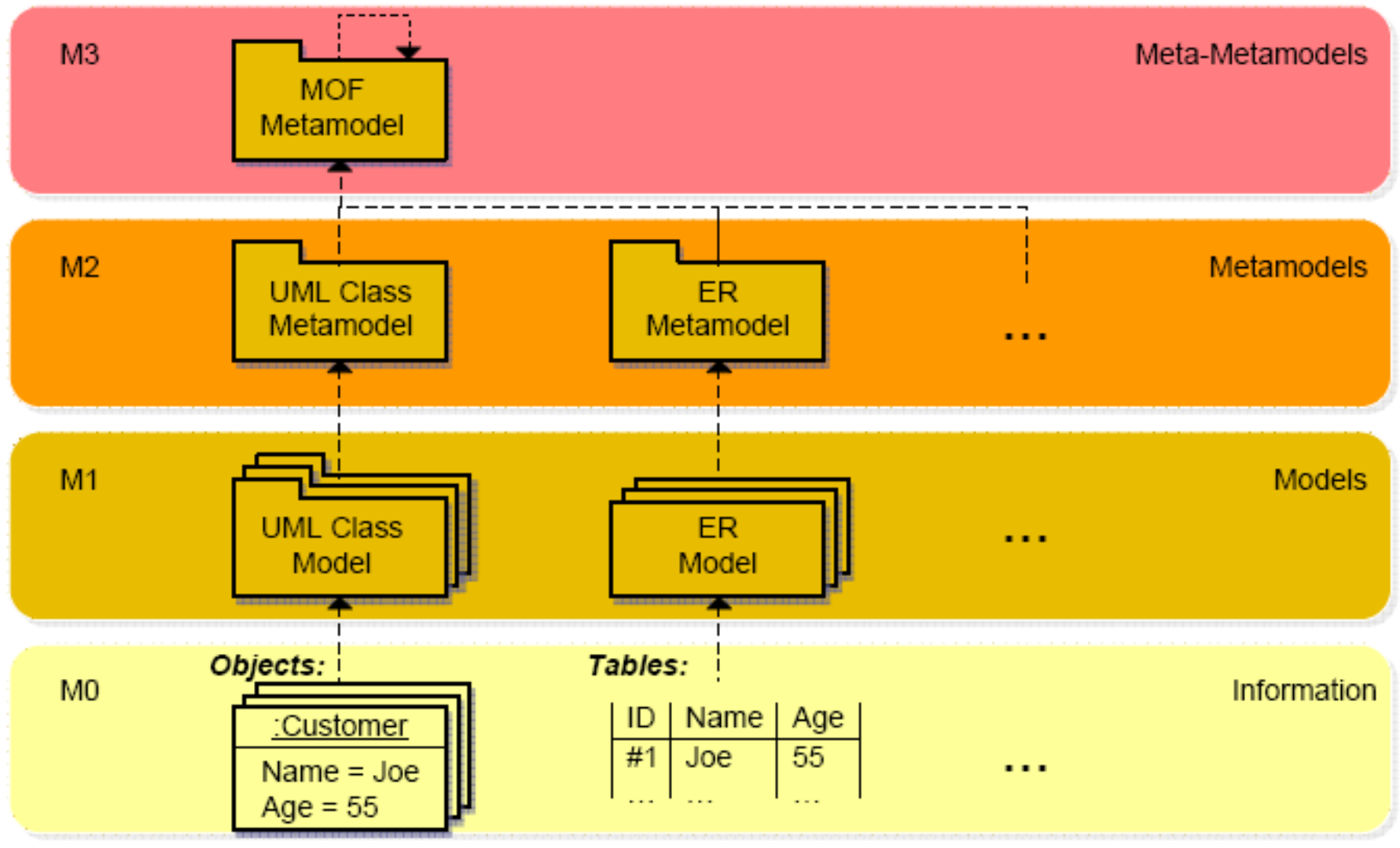
## MDA lifecycle



Source: Kleppe et al 2003

# Several models

- CIM (Computation Independent Model): this is the business model, frequently realized during requirements engineering
- PIM (Platform Independent Model): this is the instance of the application
- PSM (Platform Specific Model): this is the instance of the application for a specific platform (either technical or conceptual)



The Four Modeling Layers of the OMG

# Layer M0: instances

At the M0 layer, there is the running system in which the actual (« real ») instances exist.

This is where you do the « new » in object-oriented programs

But to define these instances, we need a *form*: the M1 layer



# Layer M1: the Model of the System

The M1 layer contains models, for example, a UML model of a software system. In the M1 model, for instance, the concept of *Customer* is defined with the properties of *name*, *street* and *city*

The M1 elements define what M0 instances look like

But defining models for instances requires to know how to model models...

# Layer M2: The Model of the Model

Classes, operations, attributes and associations defined at the M1 layer need to be modeled.

The M2 layer defines how elements at the M1 layer should be defined: what is a class, what is an attribute, etc.

# Layer M3: the Model of M2

- M0 defines the data for your application
- That are based on classes defined in M1
- That are based on elements that explained how to write classes/concepts: M2
- Finally, we need to explain how to write these elements: the M3 layer

# Layer M3 (cont'd)

And a M4 layer ?

And a M5 layer ?

And so on ?

Hopefully not, M3 is a reflexive layer, it is used to describe itself

# M3 Meta-metamodels

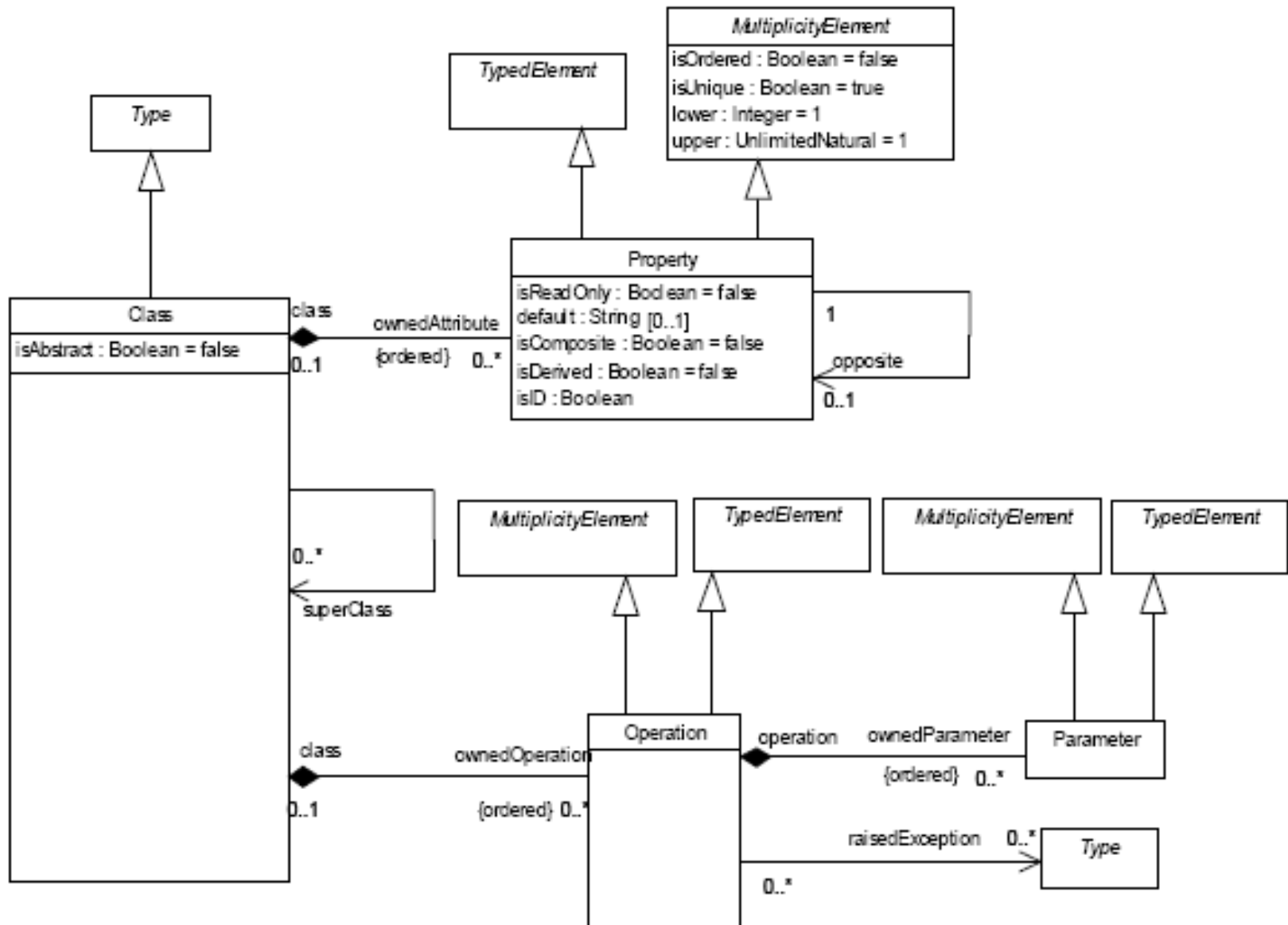
Two meta-metamodels exist to describe metamodels:

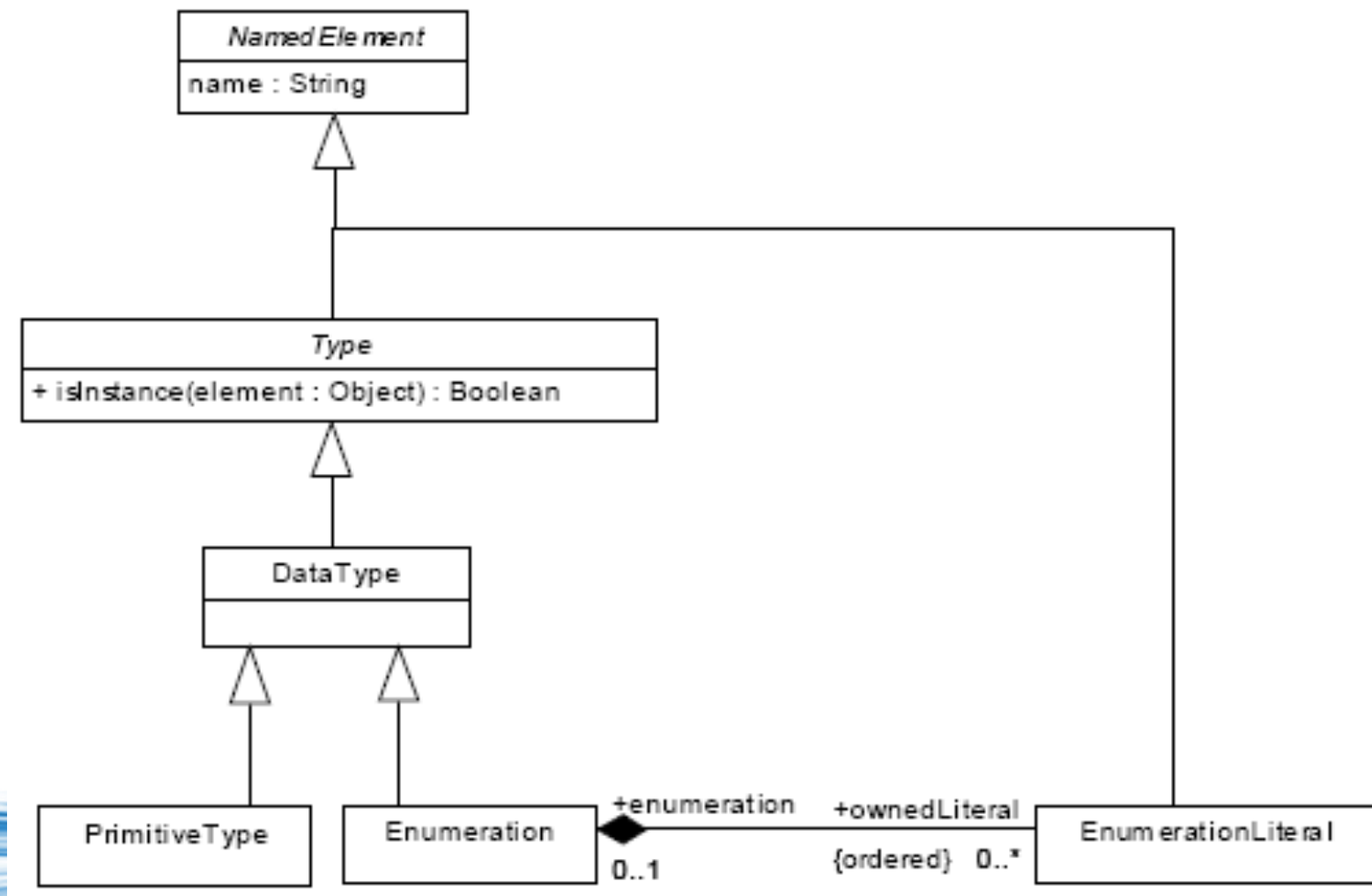
- OMG's Meta-Object Facility (MOF)
- Eclipse Modeling Framework (ecore)  
(discussed in MDE part)

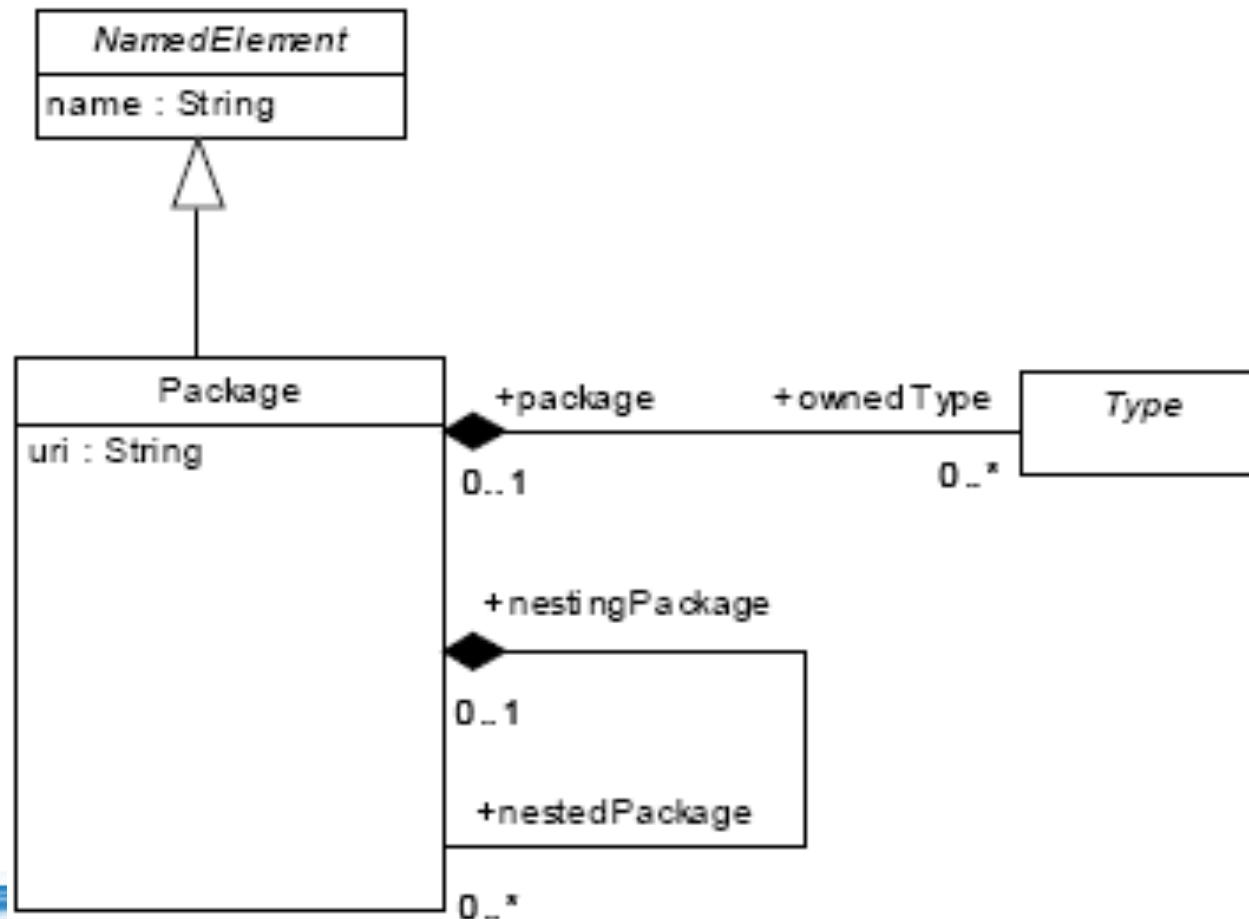


# Meta-Object Facility

- Proposed by OMG as support of Model-Driven Architecture
- Comes into two flavours:
  - Essential MOF (EMOF)
  - Complete MOF (CMOF)
- Designers do not have to pay too much attention about MOF intricacies: tools directly represent classes, attributes and operations



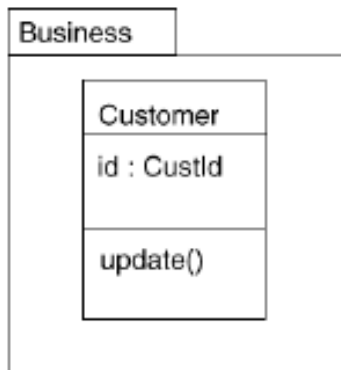




# Essential MOF

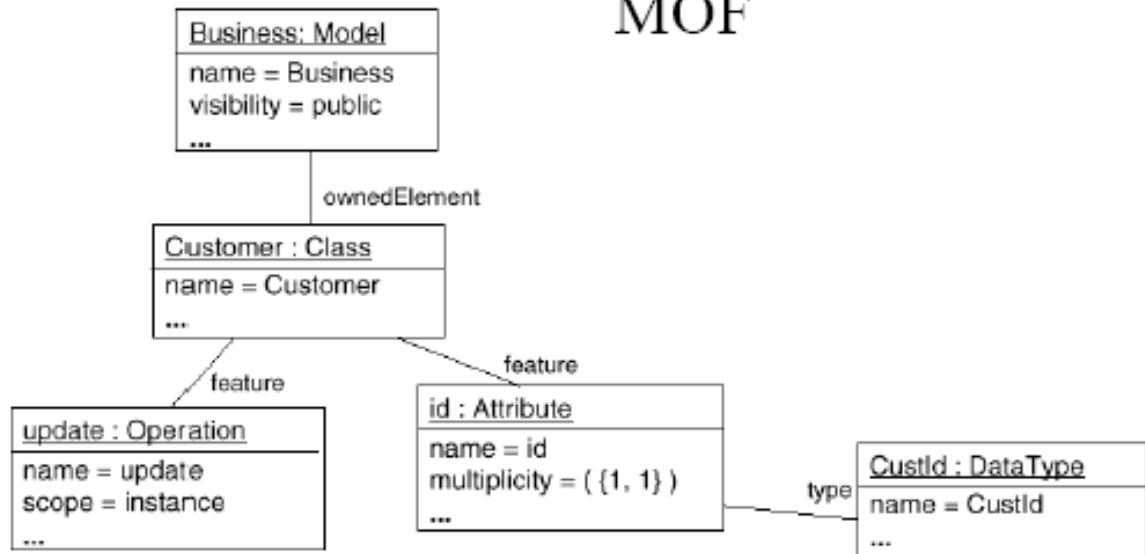
- Sufficient to represent simple metamodels
- Complex metamodels with reflection require CMOF





UML

MOF



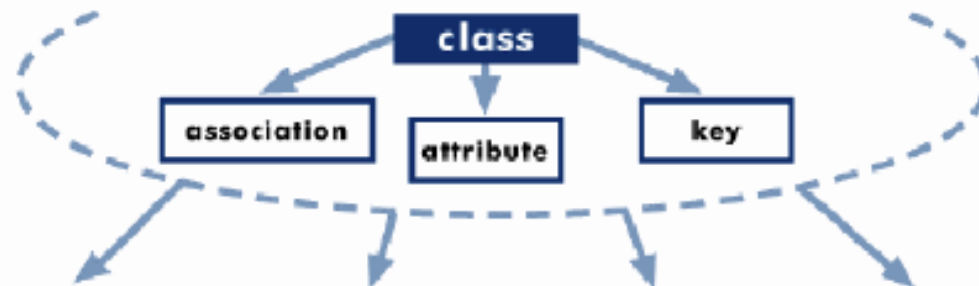
```

<Model>
  <name>Business</name>
  <visibility xmi.value="public"/>
  <Class>
    <name>Customer</name>
    <feature>
      <Attribute>
        <name>id</name>
        <multiplicity>
          <XML.field>1</ XML. field>
          < XML. field>1</ XML. field>
        </multiplicity>
      </Attribute>
    </feature>
  </Class>
</Model>
  
```

XMI

11/11/1998 Iyengar/Brodsky © 1998 Unisys, IBM, DSTC, Oracle, Platinum, Fujitsu, Softeam, Recerca Informatica, Daimler Benz 24

meta-metamodel  
boxes are  
meta-meta-metadata

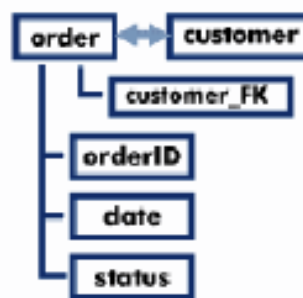
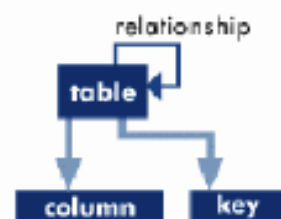


metamodel  
boxes are  
meta-metadata  
(meta-entities)

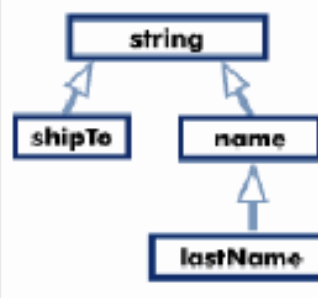
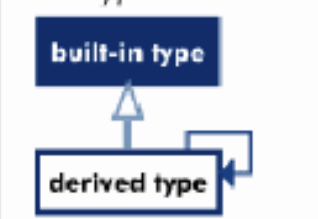
Object Metamodel



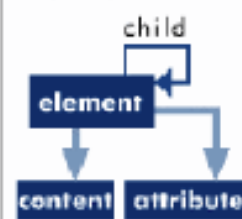
Relational Metamodel



Data Type Metamodel



XML Metamodel



model  
boxes are metadata  
(entities, instances)

data

# XMI

- XML Metadata Interchange (XMI)
- Part of OMG specifications
- Responsible to save MOF (and Ecore) objects as an XML file: the M2, M1 and M0 layers
- Used to exchange models between UML tools

# XMI (cont'd)

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<xmi:XML xmi:version="2.0" xmlns:xmi="http://www.omg.org/XMI" xmlns="Families">
  <Family lastName="March">
    <father firstName="Jim"/>
    <mother firstName="Cindy"/>
    <sons firstName="Brandon"/>
    <daughters>
      <firstName>Brenda</firstName>
    </daughters>
  </Family>
  <Family lastName="Sailor">
    <father firstName="Peter"/>
    <mother firstName="Jackie"/>
    <sons firstName="David"/>
    <sons firstName="Dylan"/>
    <daughters firstName="Kelly"/>
  </Family>
  <Book>
    <title> "Easy ATL" </title>
  </Book>
</xmi:XML>
```

M0 layer example

# XMI (cont'd)

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<xmi:XMI xmi:version="2.0"
  xmlns:xmi="http://www.omg.org/XMI" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:ecore="http://www.eclipse.org/emf/2002/Ecore">
  <ecore:EPackage name="Families">
    <eClassifiers xsi:type="ecore:EClass" name="Family">
      <eStructuralFeatures xsi:type="ecore:EAttribute" name="lastName" ordered="false"
        unique="false" lowerBound="1" eType="#/1/String"/>
      <eStructuralFeatures xsi:type="ecore:EReference" name="father" ordered="false"
        lowerBound="1" eType="#/0/Member" containment="true" eOpposite="#/0/Member/
        familyFather"/>
      <eStructuralFeatures xsi:type="ecore:EReference" name="mother" ordered="false"
        lowerBound="1" eType="#/0/Member" containment="true" eOpposite="#/0/Member/
        familyMother"/>
      <eStructuralFeatures xsi:type="ecore:EReference" name="sons" ordered="false"
        upperBound="-1" eType="#/0/Member" containment="true" eOpposite="#/0/Member/familySon"/
      >
      <eStructuralFeatures xsi:type="ecore:EReference" name="daughters" ordered="false"
        upperBound="-1" eType="#/0/Member" containment="true" eOpposite="#/0/Member/
        familyDaughter"/>
    </eClassifiers>
  </xmi:XMI>
```



# XMI (cont'd)

```
<eClassifiers xsi:type="ecore:EClass" name="Member">
  <eStructuralFeatures xsi:type="ecore:EAttribute" name="firstName" ordered="false"
    unique="false" lowerBound="1" eType="#/1/String"/>
  <eStructuralFeatures xsi:type="ecore:EReference" name="familyFather"
    ordered="false"
    eType="#/0/Family" eOpposite="#/0/Family/father"/>
  <eStructuralFeatures xsi:type="ecore:EReference" name="familyMother"
    ordered="false"
    eType="#/0/Family" eOpposite="#/0/Family/mother"/>
  <eStructuralFeatures xsi:type="ecore:EReference" name="familySon"
    ordered="false"
    eType="#/0/Family" eOpposite="#/0/Family/sons"/>
  <eStructuralFeatures xsi:type="ecore:EReference" name="familyDaughter"
    ordered="false"
    eType="#/0/Family" eOpposite="#/0/Family/daughters"/>
</eClassifiers>
</ecore:EPackage>
```

# XMI (cont'd)

- Hopefully for you, you do not have to read XMI...

# Tools for MDA

- UML-based tools: Code generation is available and for some of them, it is possible to modify the templates
  - Poseidon (Gentleware AG), Omondo, Rational Rose (IBM), etc.
- Specific MDA tools:
  - Commercial:
    - Mia Software (Mia Software), MetaEdit+ (Metacase)
  - Open Source:
    - Acceleo, OpenArchitectureWare (retired), Kermeta (even if it is a MDE tool)

# MDA in practice

# Acceleo

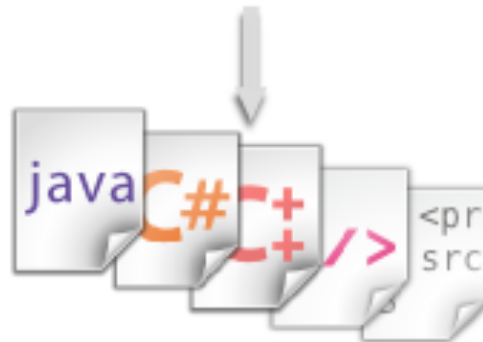
Step 1 : Model



Step 2 : Choose your module



JEE, Php, .Net...



Model-to-Text tool  
(M2T)

Step 3 : Generate !

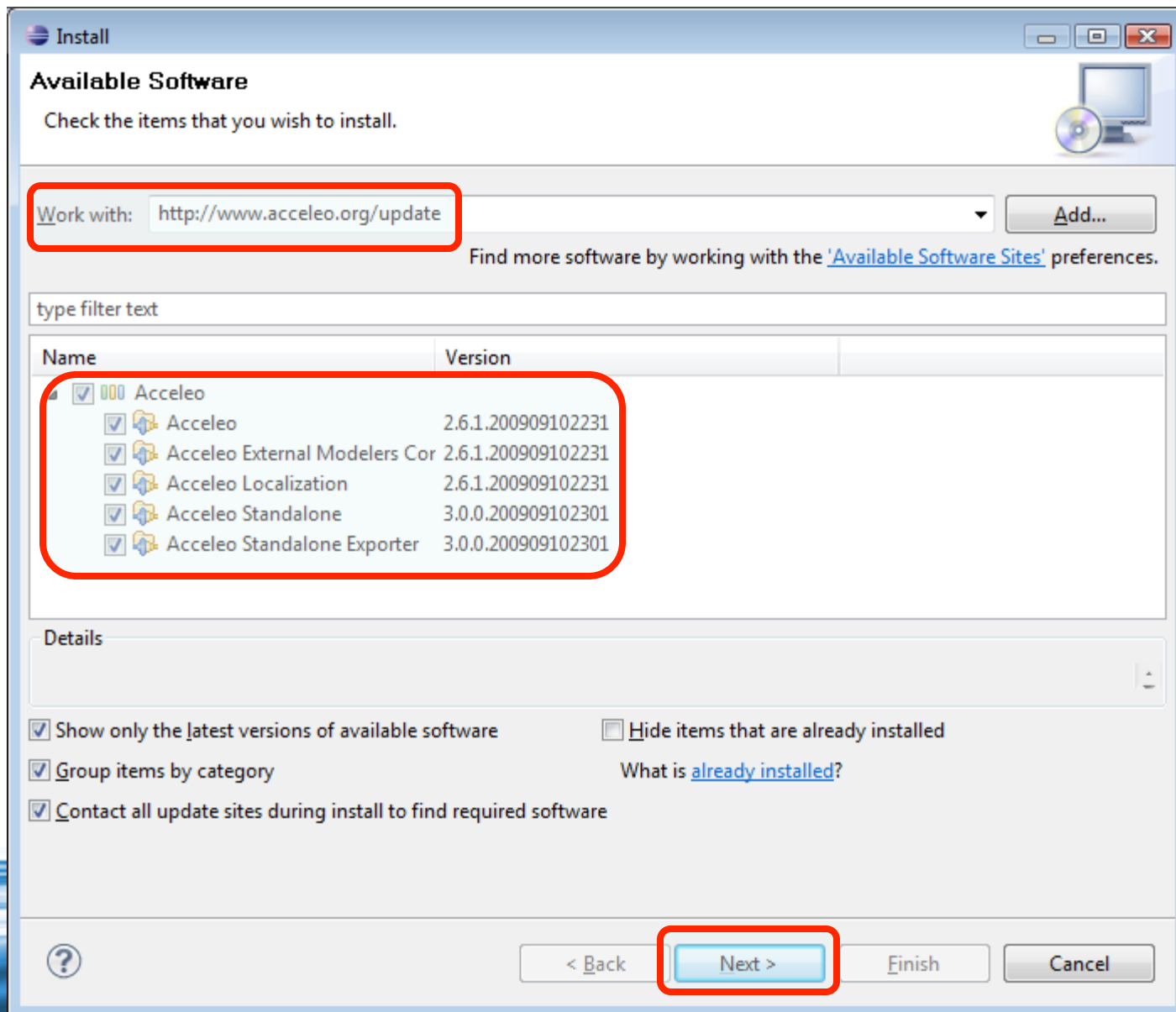


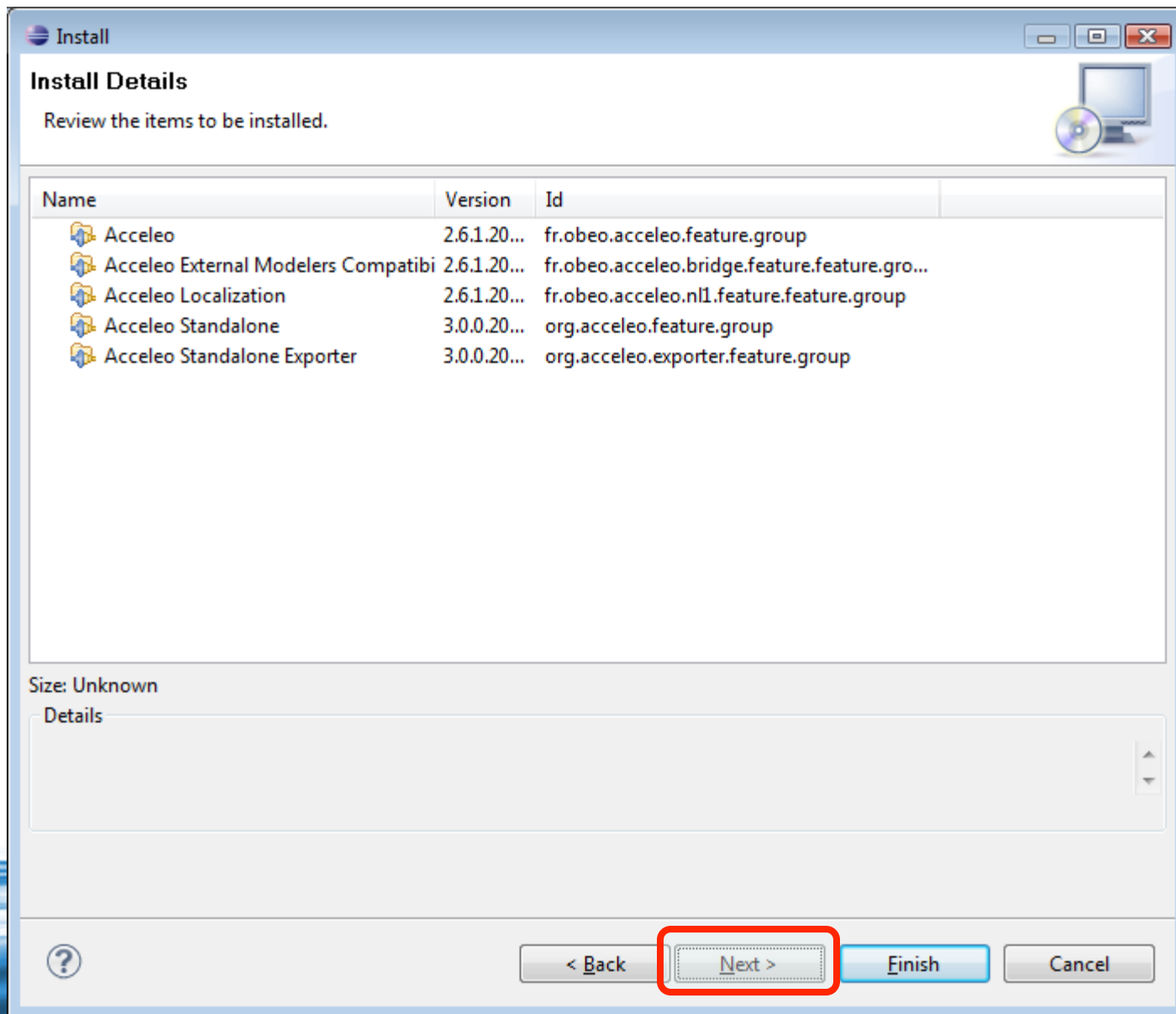
# Installation

1. Download All-in-one Eclipse Modeling Tools (  
<http://www.eclipse.org/downloads/packages/eclipse-modeling-tools-includes-incubating-components/galileosr1>)
2. Unzip the archive to a directory
3. Execute Eclipse
4. Check in File>New you have Eclipse Modeling Framework and UML 2.1

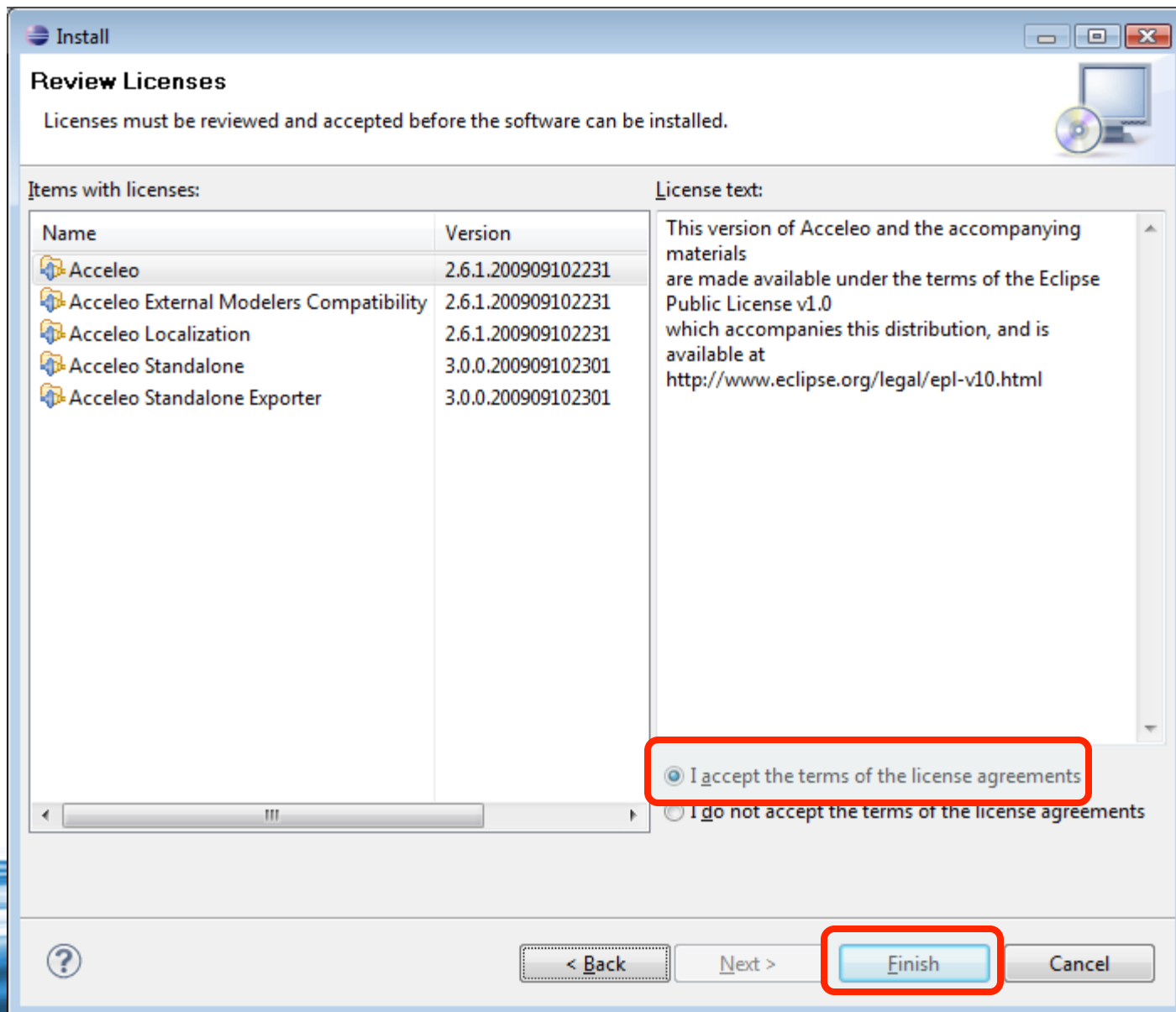
# Installation (cont'd)

1. Go to Help>Install new software
2. Click on Button *Add* and this new site:  
<http://www.acceleo.org/update>
3. Then select the Acceleo site in the combo  
*Work with*
4. Check the Acceleo proposal below as shown on Figure

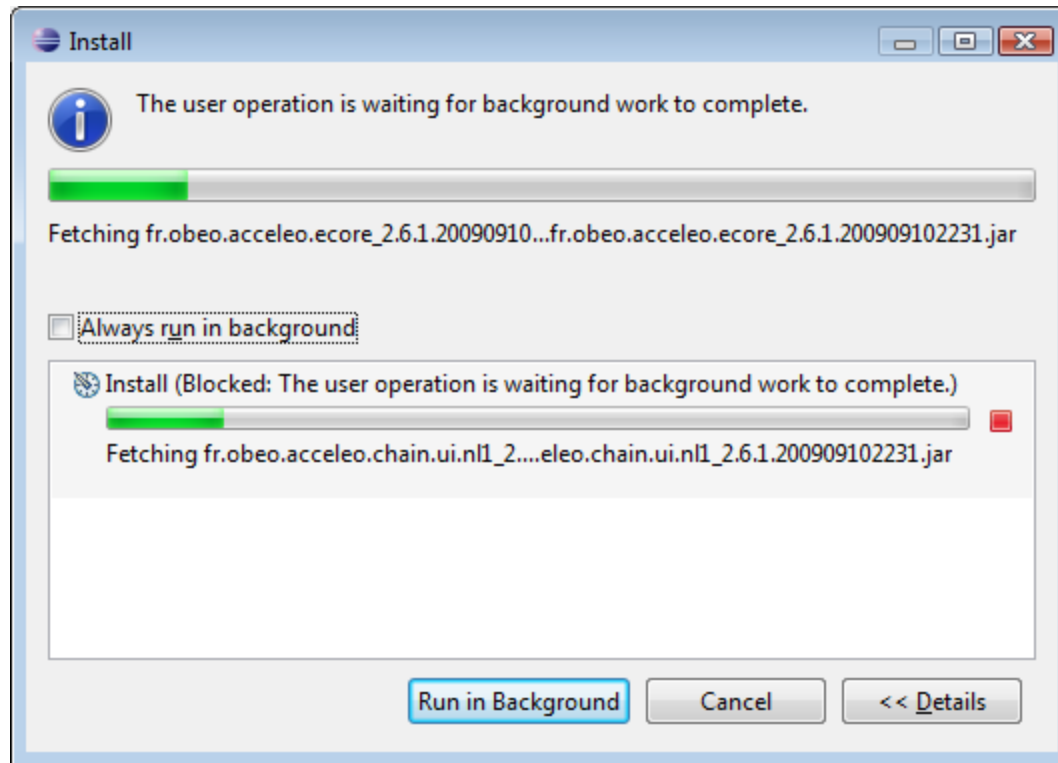




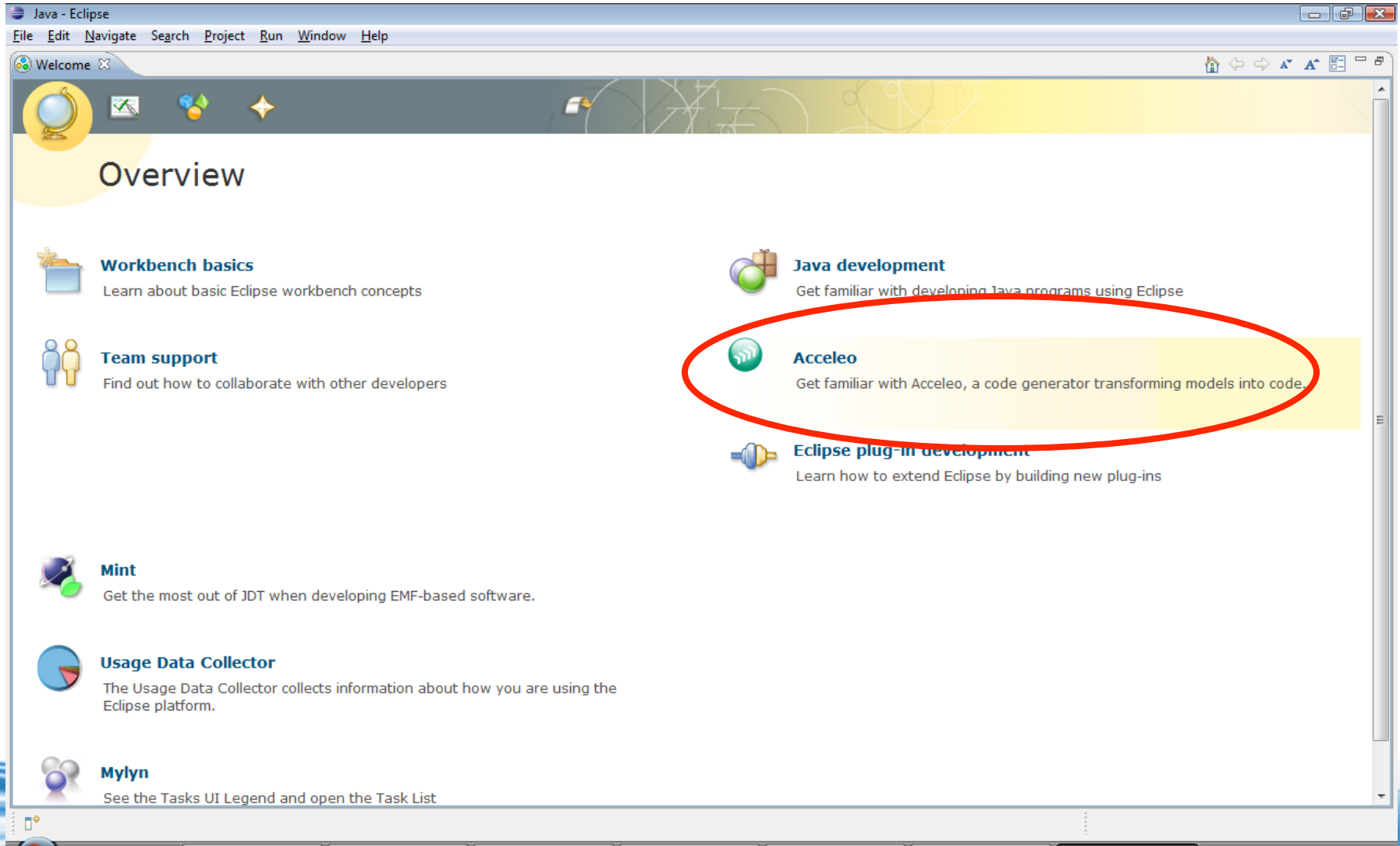
After clicking *Next* button







Eclipse is updating the platform with Acceleio features



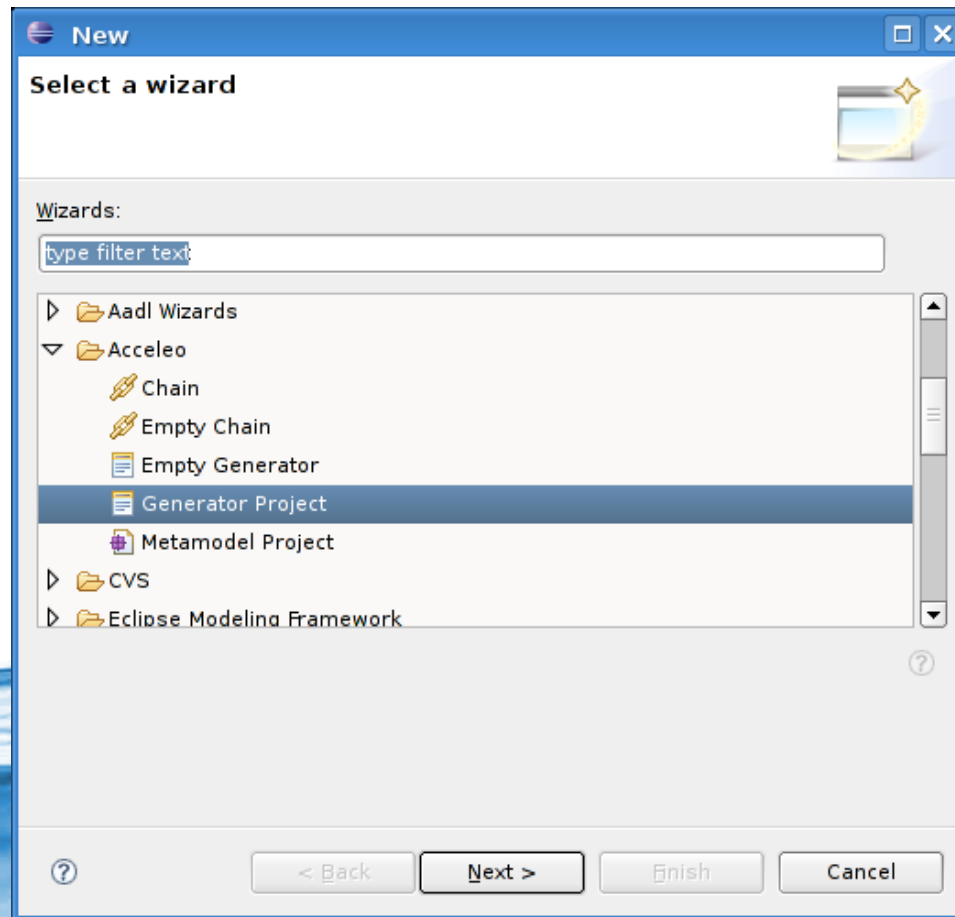
Acceleo is now ready for use

# Acceleo in use

- Change perspective to the Acceleo one (the second in the list of Acceleo perspective)
- Development following two steps:
  1. Create the metamodel as UML class diagram
  2. Create the script
  3. Generate the target model

# Metamodel creation

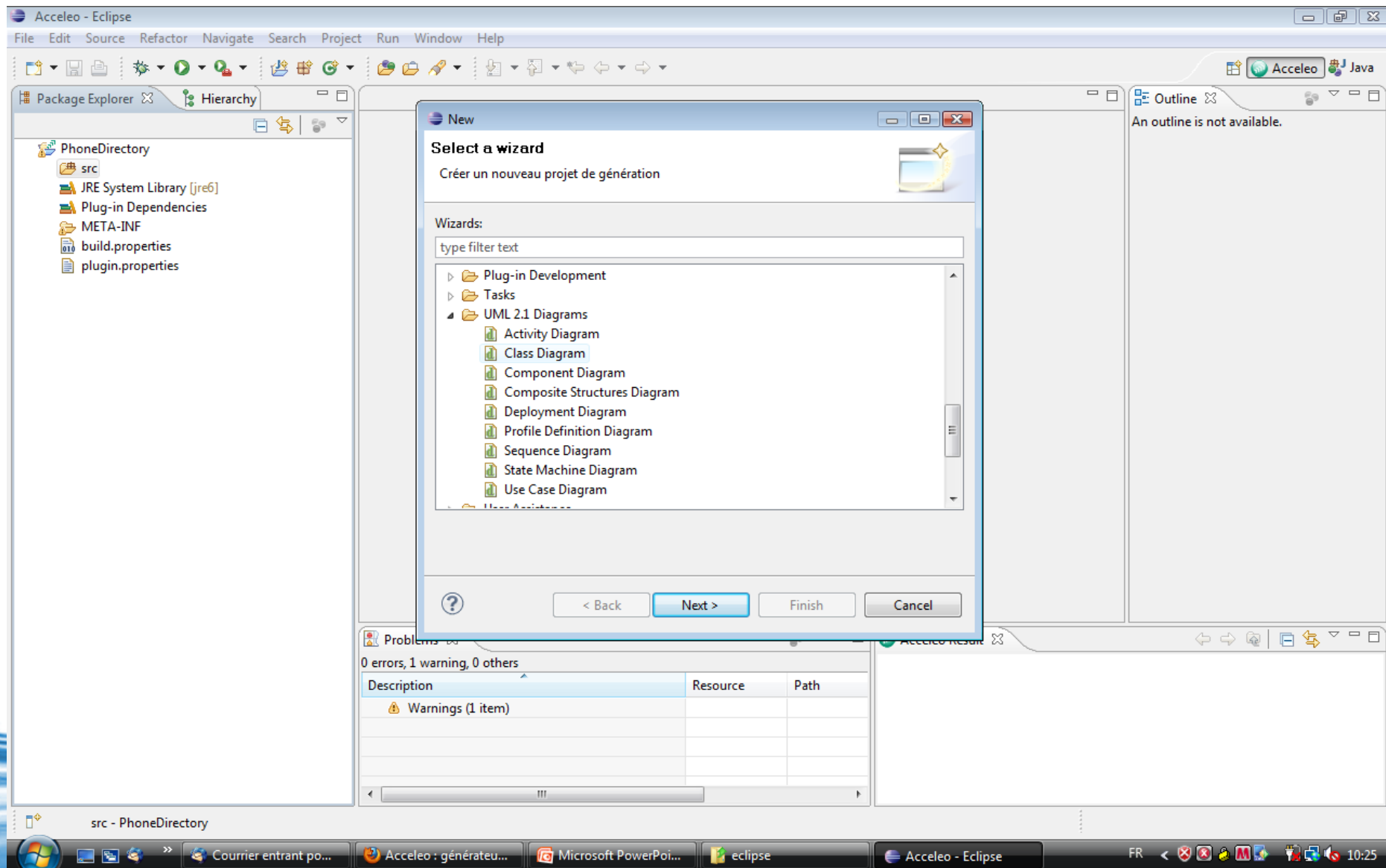
- File>New>Acceleo>Generator project

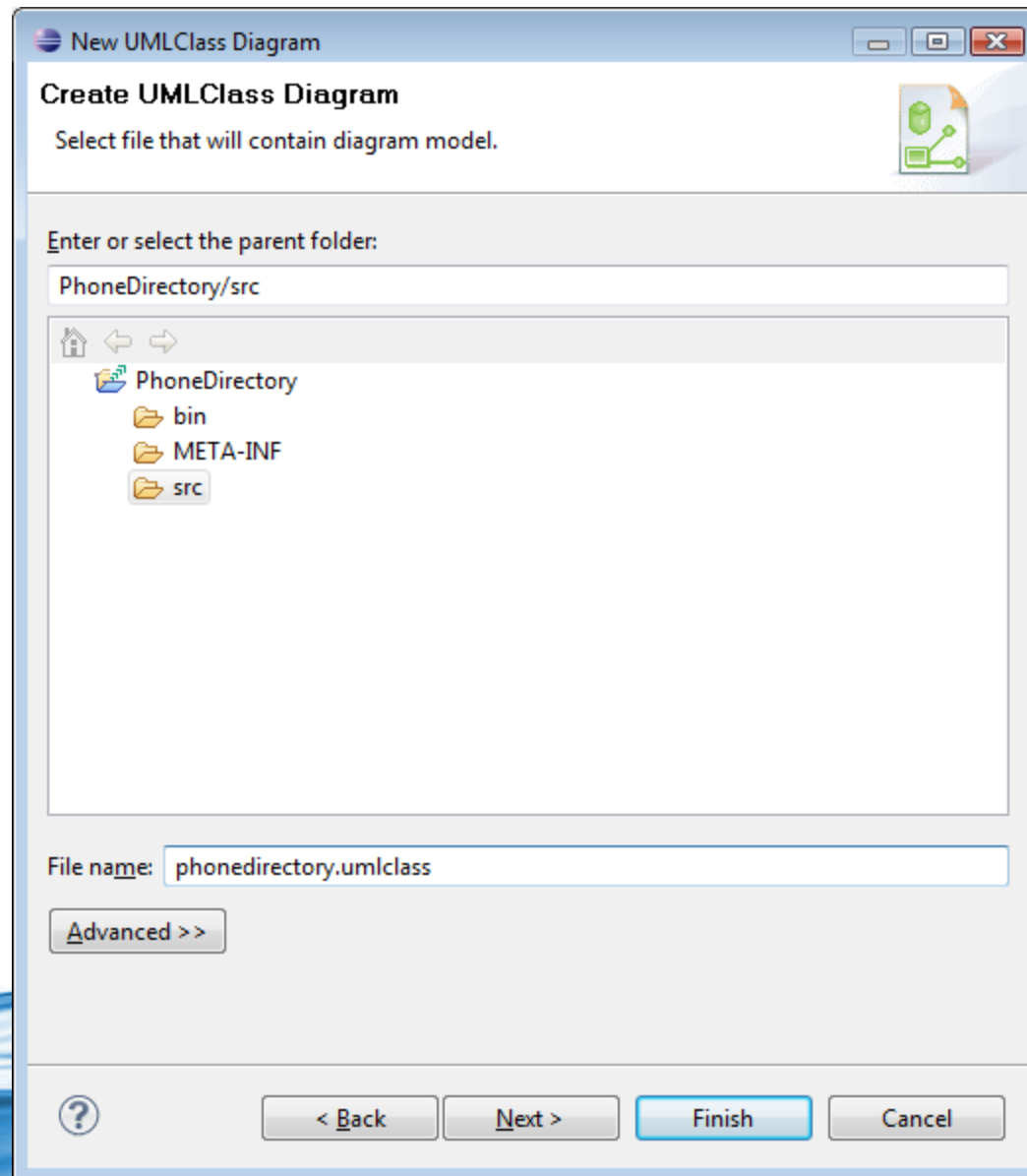


# Metamodel creation

- Name your project, here *PhoneDirectory*
- Then, create your metamodel via UML 2 plugin







Nouveau


### Sélection du métamodèle (1/2)

L'URI du métamodèle ne peut être vide.

Valeurs du Registre:

URI du Métamodèle:

Type:



Complete the dialog window as follows

**Nouveau**

**Sélection du métamodèle (1/2)**

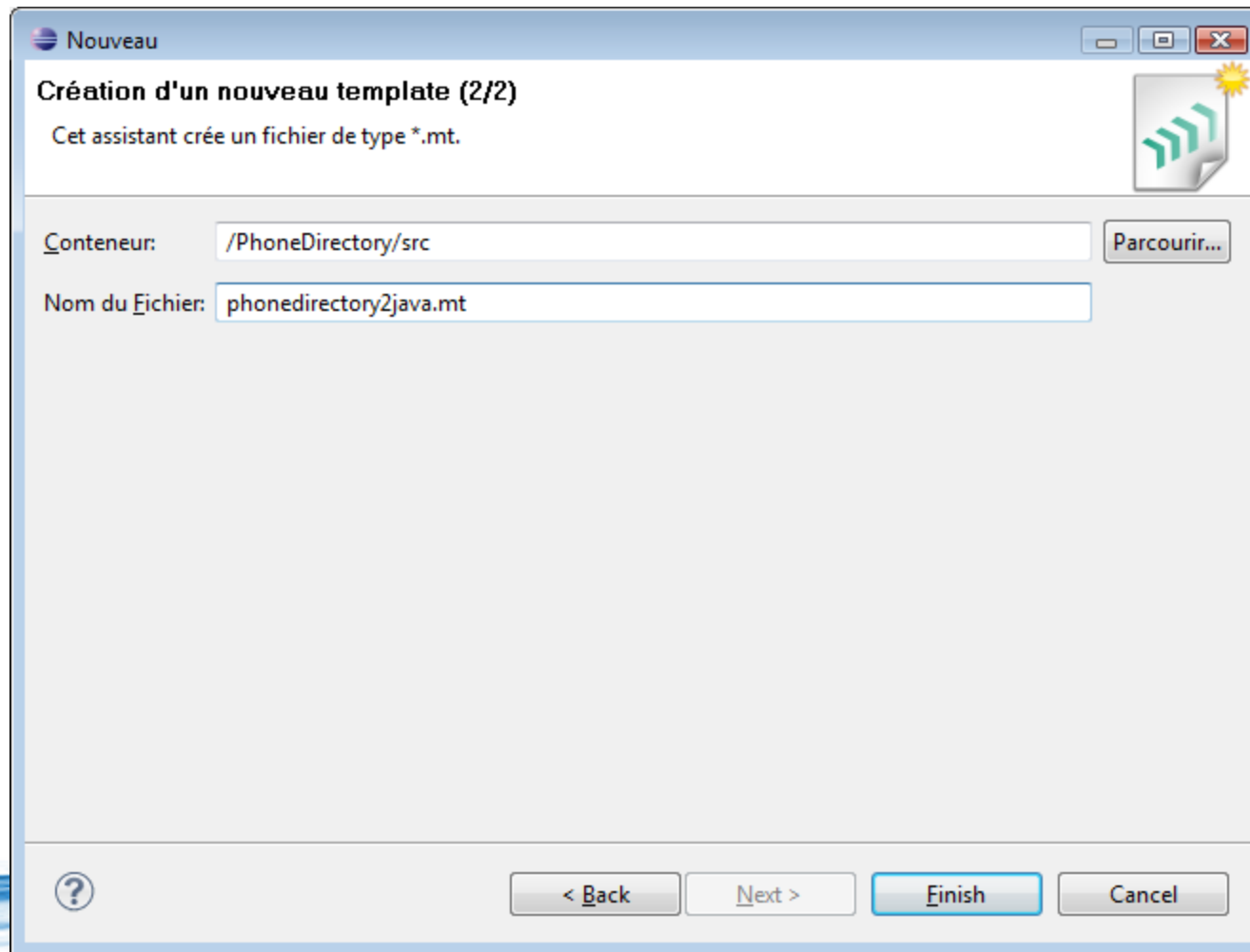
Cet assistant est utilisé pour sélectionner l'URI du métamodèle.

Valeurs du Registre:

URI du Métamodèle:

Type:

Rename the file as follows





New UMLClass Diagram

**UMLClass Model**

Select a model object to create.

Model Object

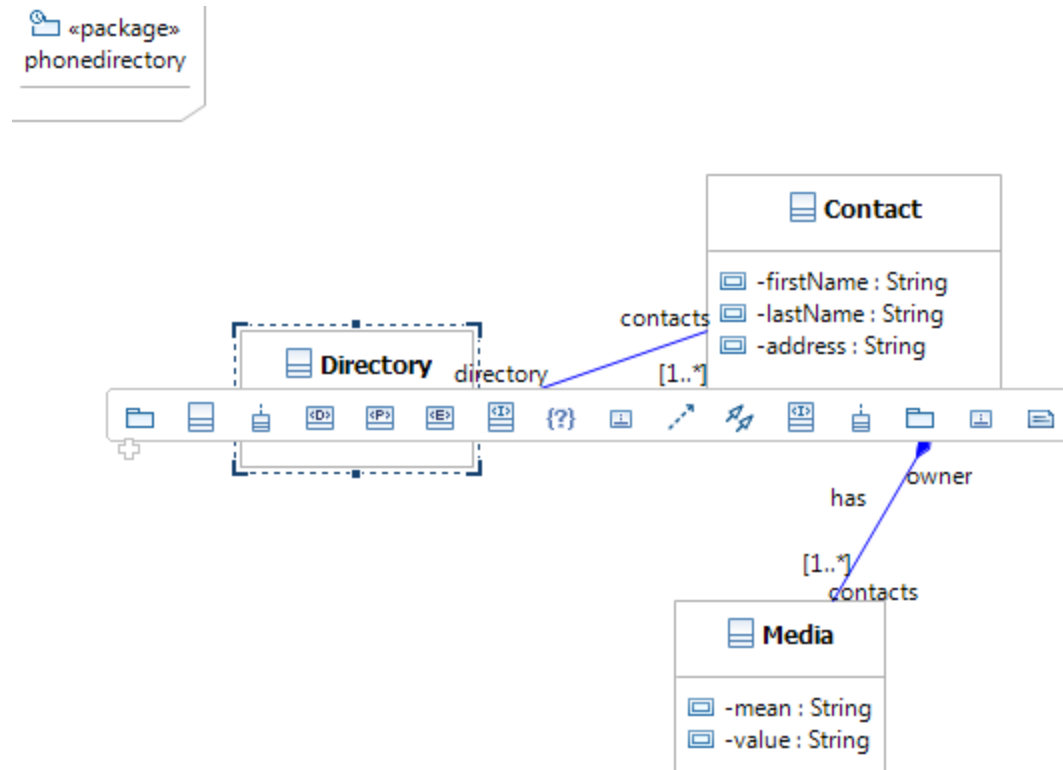
Package

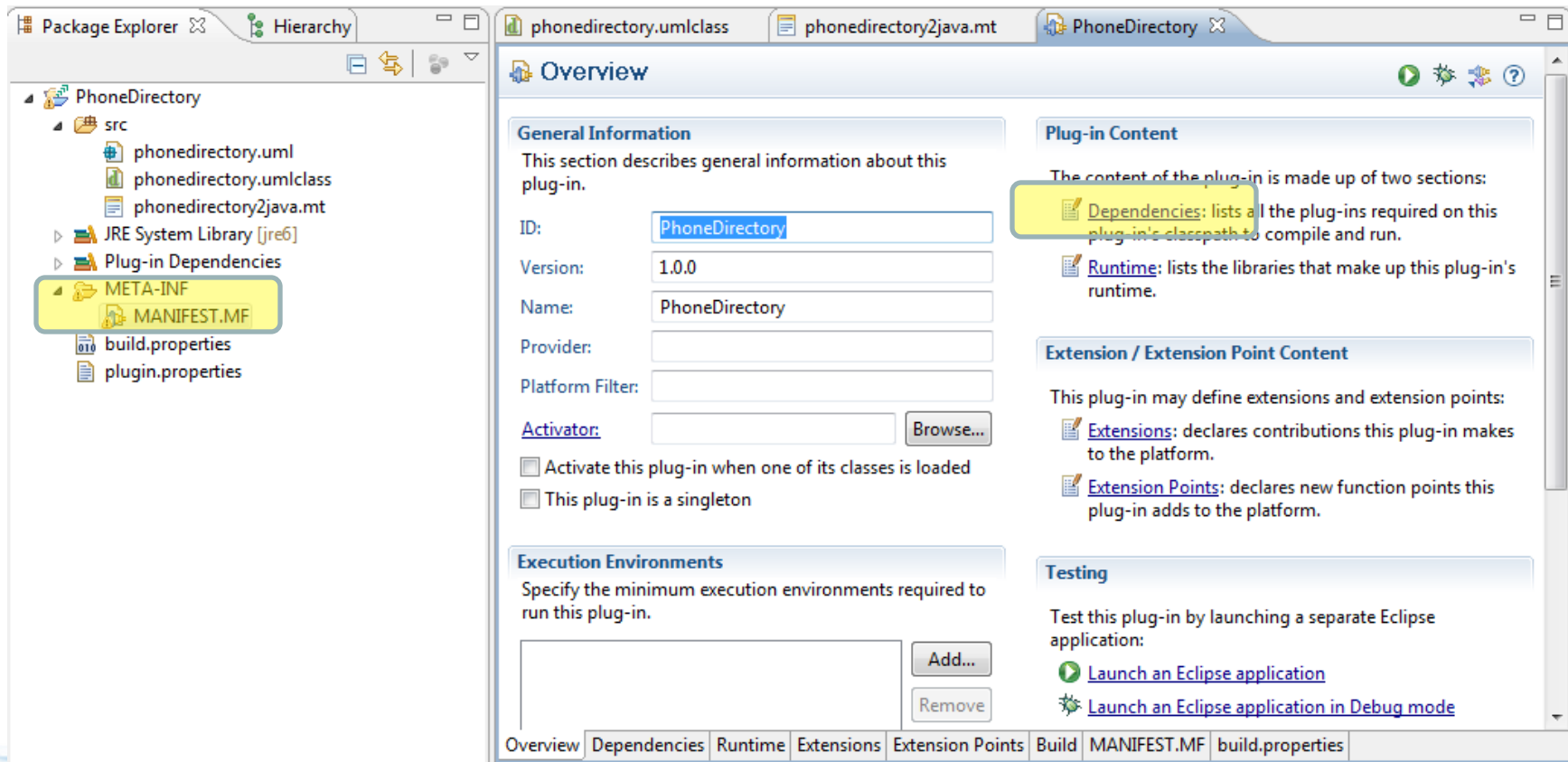
XML Encoding

UTF-8

? < Back Next > Finish Cancel

Define the model as follows





We need to modify the dependencies so as to consider UML diagrams when generating code

phonedirectory.umlclass

phonedirectory2java.mt

Dependencies

Required Plug-ins

Specify the list of plug-ins required for the operation of this plug-in.

fr.obeo.acceleo.gen

Add...  
Remove  
Up  
Down  
Properties...

Total: 1

Automated Management of Dependencies

Overview | Dependencies | Runtime | Extensions | Extension Points

Plug-in Selection

Select a Plug-in:

uml

Matching items:

fr.obeo.acceleo.uml13 (2.6.1.200909102231)

fr.obeo.acceleo.uml14 (2.6.1.200909102231)

fr.obeo.acceleo.uml14.mof (2.6.1.200909102231)

fr.obeo.acceleo.uml14.ui (2.6.1.200909102231)

org.eclipse.m2m.atl.drivers.uml24atl (3.0.1.v200909150941)

org.eclipse.ocl.uml (2.0.0.v200905271400)

org.eclipse.ocl.uml.source (2.0.0.v200905271400)

org.eclipse.uml2 (3.0.0.v200905041045)

org.eclipse.uml2.codegen.ecore (1.5.0.v200905151700)

org.eclipse.uml2.codegen.ecore.source (1.5.0.v200905151700)

org.eclipse.uml2.codegen.ecore.ui (1.5.0.v200905041045)

org.eclipse.uml2.codegen.ecore.ui.source (1.5.0.v200905041045)

org.eclipse.uml2.common (1.5.0.v200905041045)

org.eclipse.uml2.common.edit (1.5.0.v200905041045)

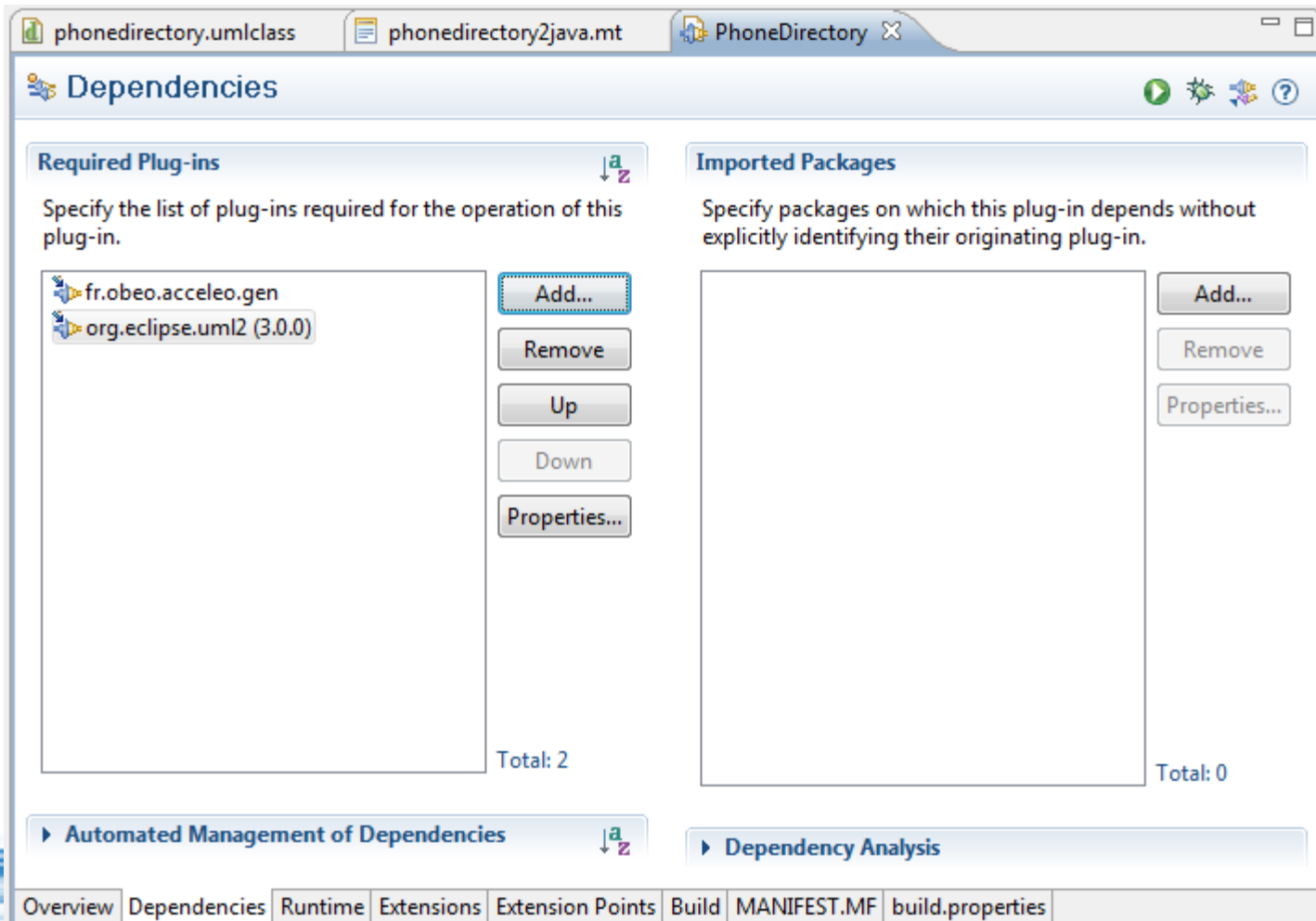
org.eclipse.uml2.common.edit.source (1.5.0.v200905041045)

org.eclipse.uml2

?

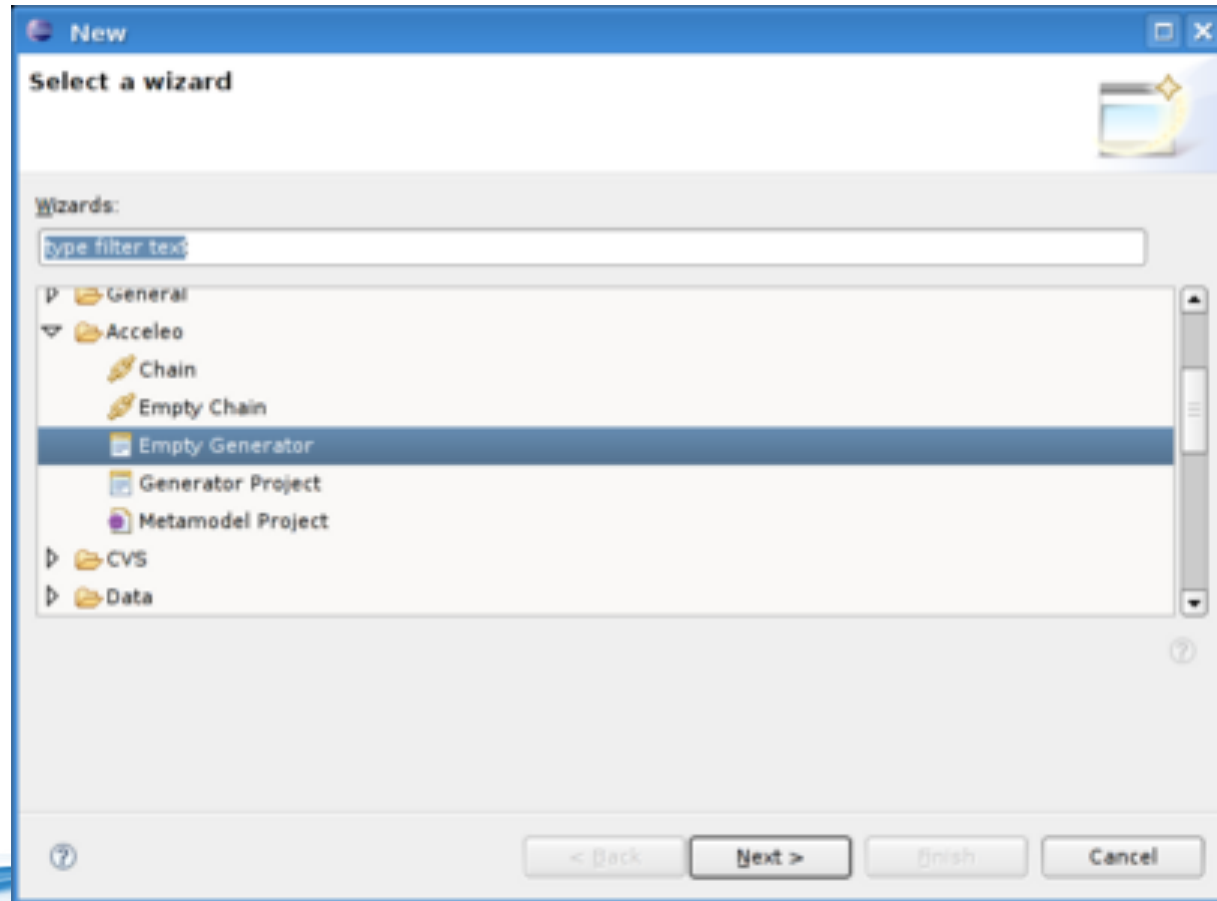
OK

Cancel





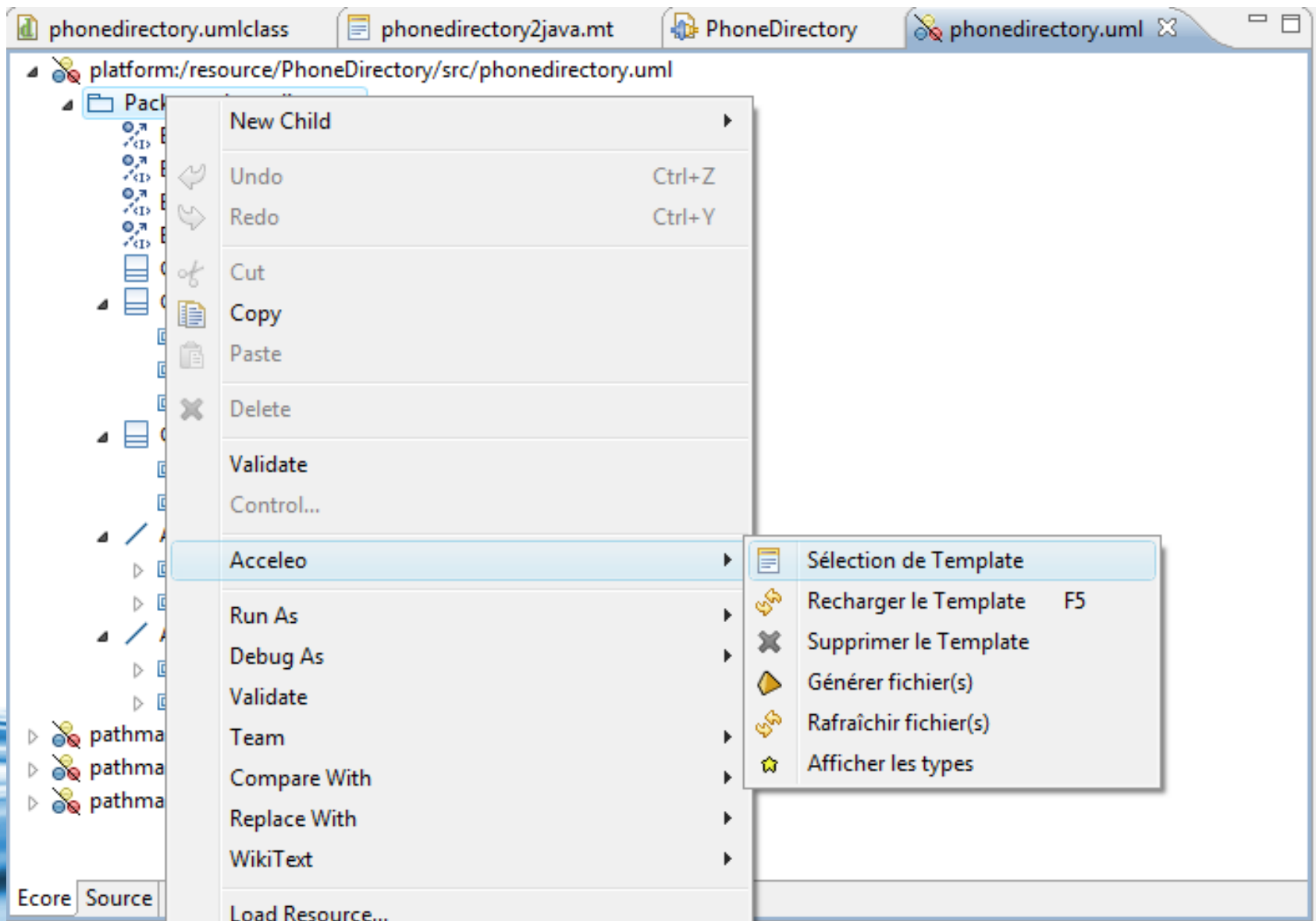
Create an empty generator



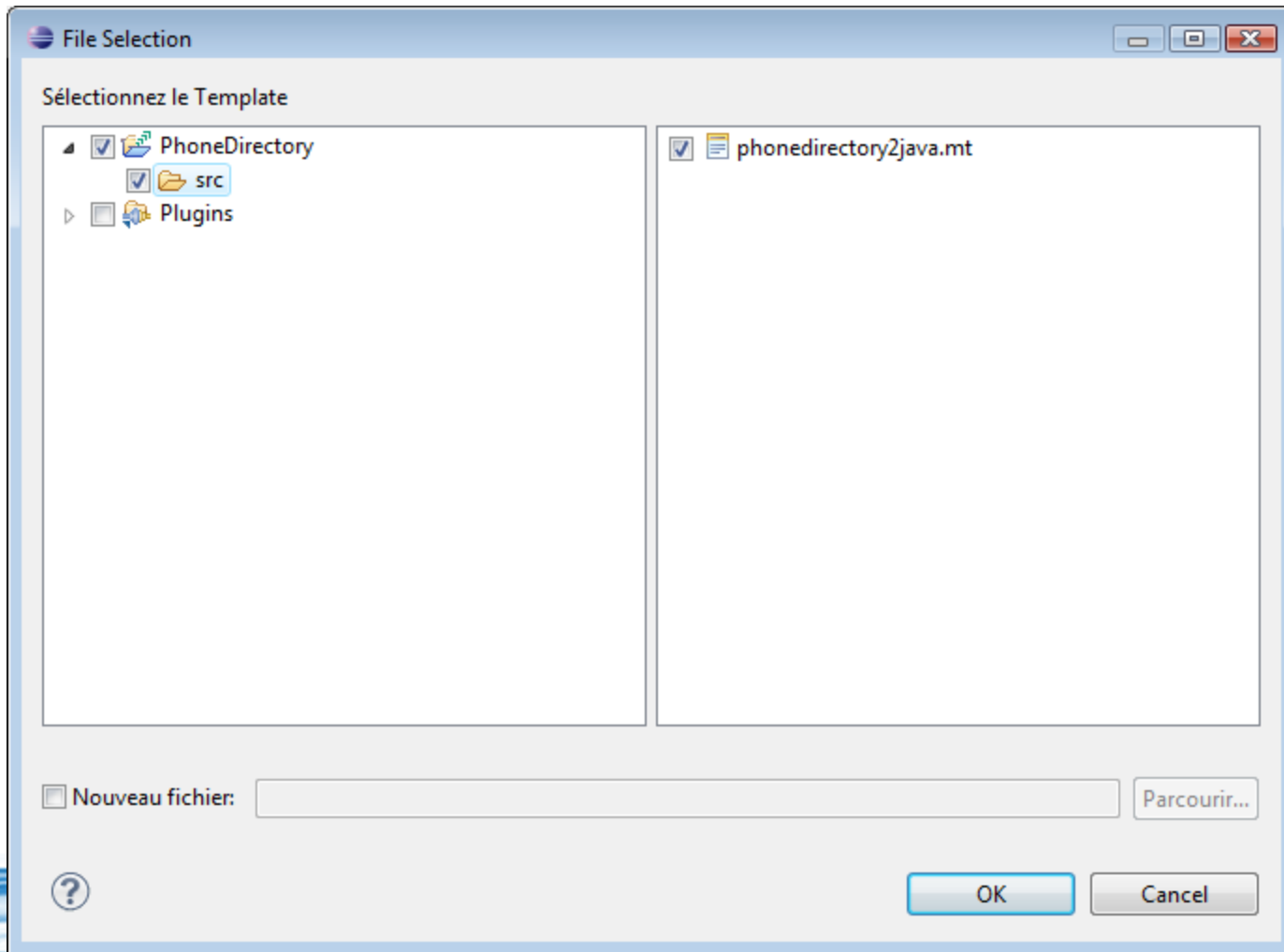


This template will be filled further

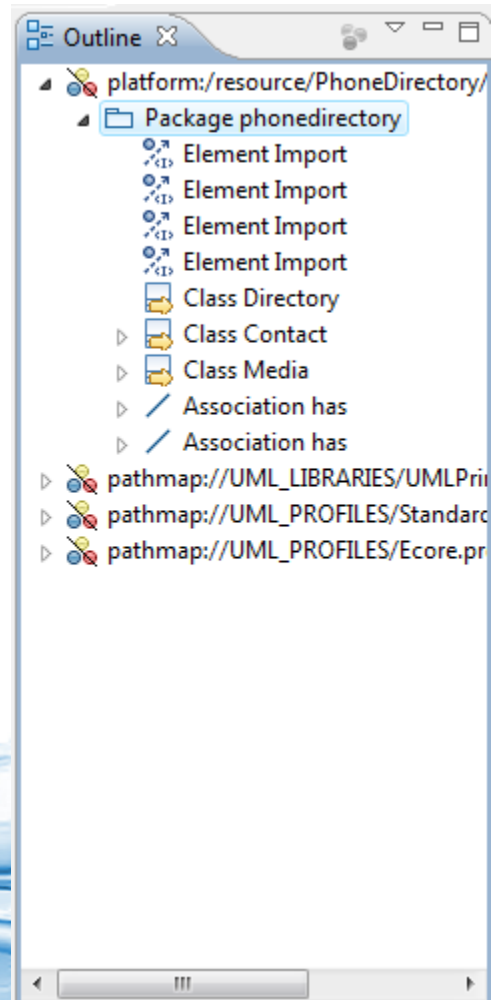
We need to associate the model to the template



The interface is bugged and we need to click on src to see the template...

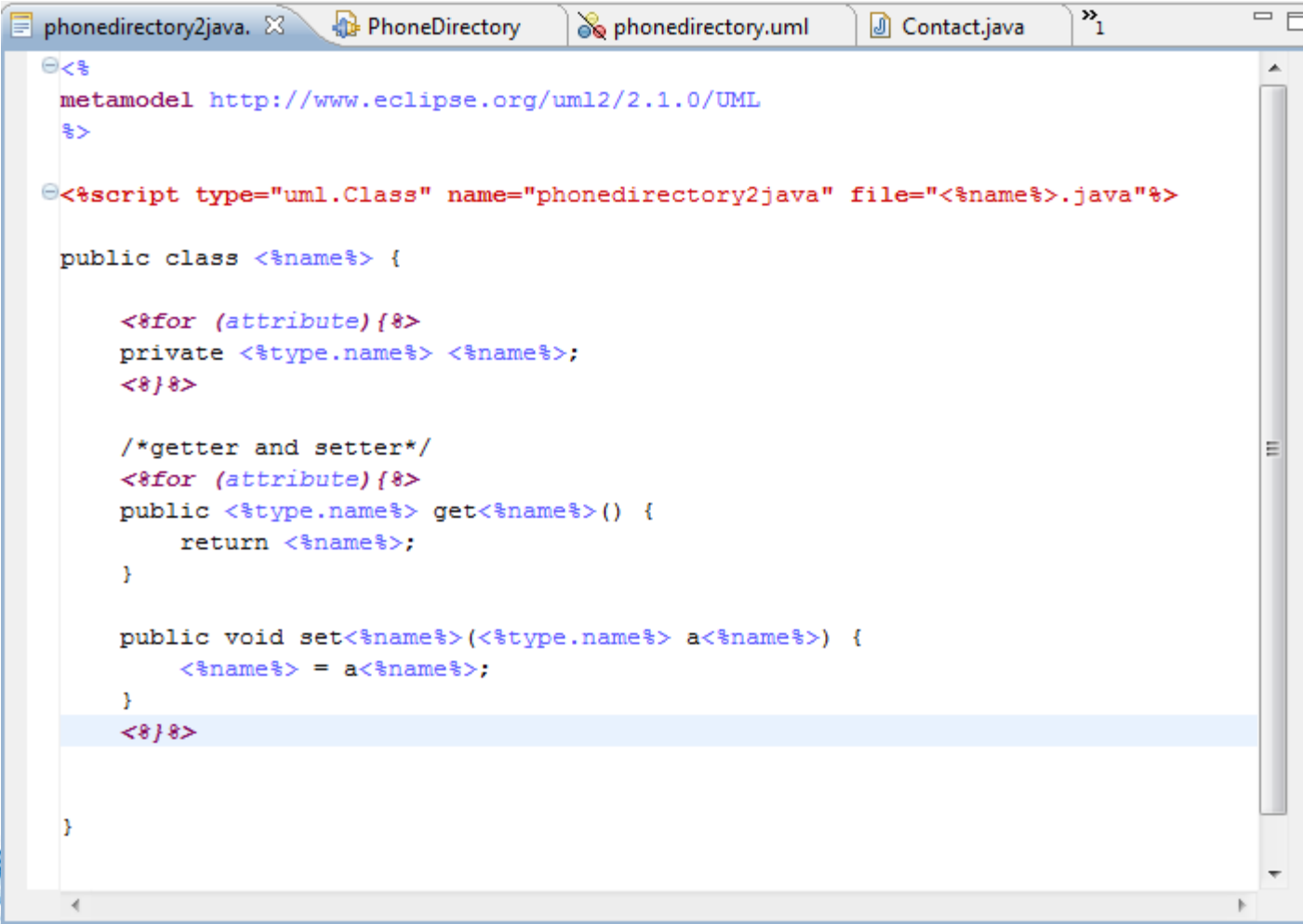


If template is correctly selected, a marker appears on classes (and elements that will be considered for generation)





Modifies the template as follows



```
<%  
metamodel http://www.eclipse.org/uml2/2.1.0/UML  
%>  
  
<%script type="uml.Class" name="phonedirectory2java" file="<%name%>.java"%>  
  
public class <%name%> {  
  
    <%for (attribute){%>  
    private <%type.name%> <%name%>;  
    <%}%>  
  
    /*getter and setter*/  
    <%for (attribute){%>  
    public <%type.name%> get<%name%>() {  
        return <%name%>;  
    }  
  
    public void set<%name%>(<%type.name%> a<%name%>) {  
        <%name%> = a<%name%>;  
    }  
    <%}%>  
  
}
```

# File generation

The last stage is generating files, right click on generator project>Acceleleo>Generate files

Here we are...

```
public class Contact {  
  
    private String firstName;  
    private String lastName;  
    private String address;  
  
    /*getter and setter*/  
    public String getfirstName() {  
        return firstName;  
    }  
  
    public void setfirstName(String afirstName) {  
        firstName = afirstName;  
    }  
    public String getlastName() {  
        return lastName;  
    }  
  
    public void setlastName(String alastName) {  
        lastName = alastName;  
    }  
    public String getaddress() {  
        return address;  
    }  
    public void setaddress(String address) {  
    }  
}
```

# Acceleo

## Advantages

- Easy to use interface
- Models are manipulated as UML class diagrams
- Scripting ease file generation

## Drawbacks

- This is not a 100% compliant tool:
  - No distinction between models and instances
  - Inability to change the metamodel
  - No transformation rules
- Documentation is difficult to find

But it works and this is all we need...  
When requirements are low...

# Labs on Accelele (MDA)

- Install Accelele on your machine
- Optional (just to get your feet wet)
  - Do the example given in previous slides
- Prepare a metamodel corresponding to a University (students, lectures, rooms, teaching staff)
- Create scripts to generate files
- Generate files



# Model-Driven Engineering (MDE)

# Introduction

- MDA proves its usefulness when generating code **directly** (this is what we saw with Acceleo)
- MDA is a reality in UML commercial and open source tools: we can define modules and generate code for a specific platform
- MDA is unfortunately too narrow and dedicated to UML

# Model-Driven Engineering

- MDE extends MDA so as not to restrict to UML metamodel and MOF meta-model
- MDE keeps the philosophy of MDA but enlarges it:
  - No predefined meta-model
  - Metamodel can be defined
  - The four modeling layers of OMG really exist
  - Transformation rules are used

# Model-driven Engineering (cont'd)

What you will consider in MDE:

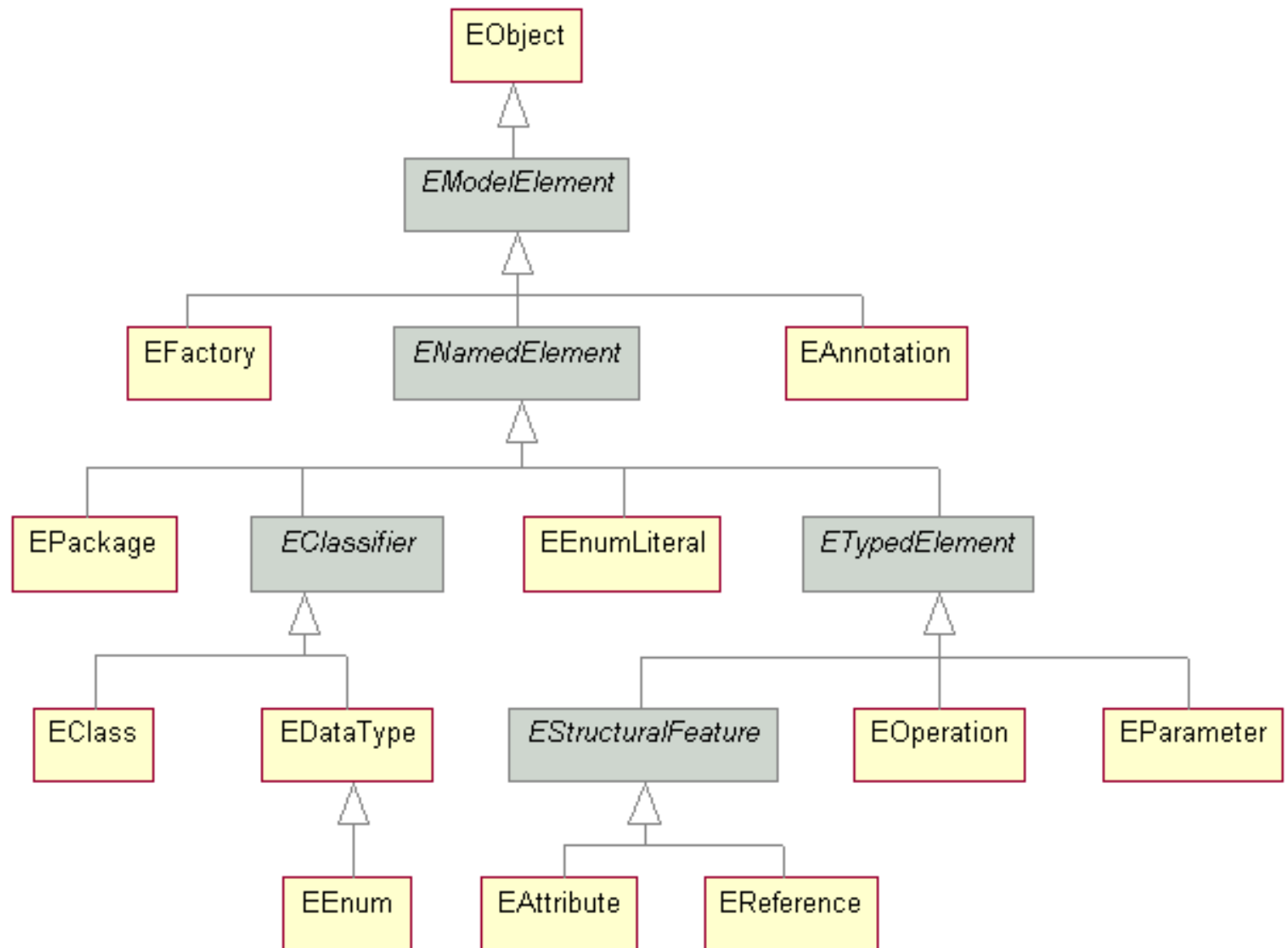
- MOF or Ecore
- Eclipse Modeling Framework
- M2M via ATL
- M2T via template engine

# Ecore

- Proposed in the context of Eclipse Modeling Framework (EMF)
- Another meta-metamodel
- Strong similarity with MOF except:
  - Simpler
  - No association between classes, associations are defined as attributes within classes



# Ecore



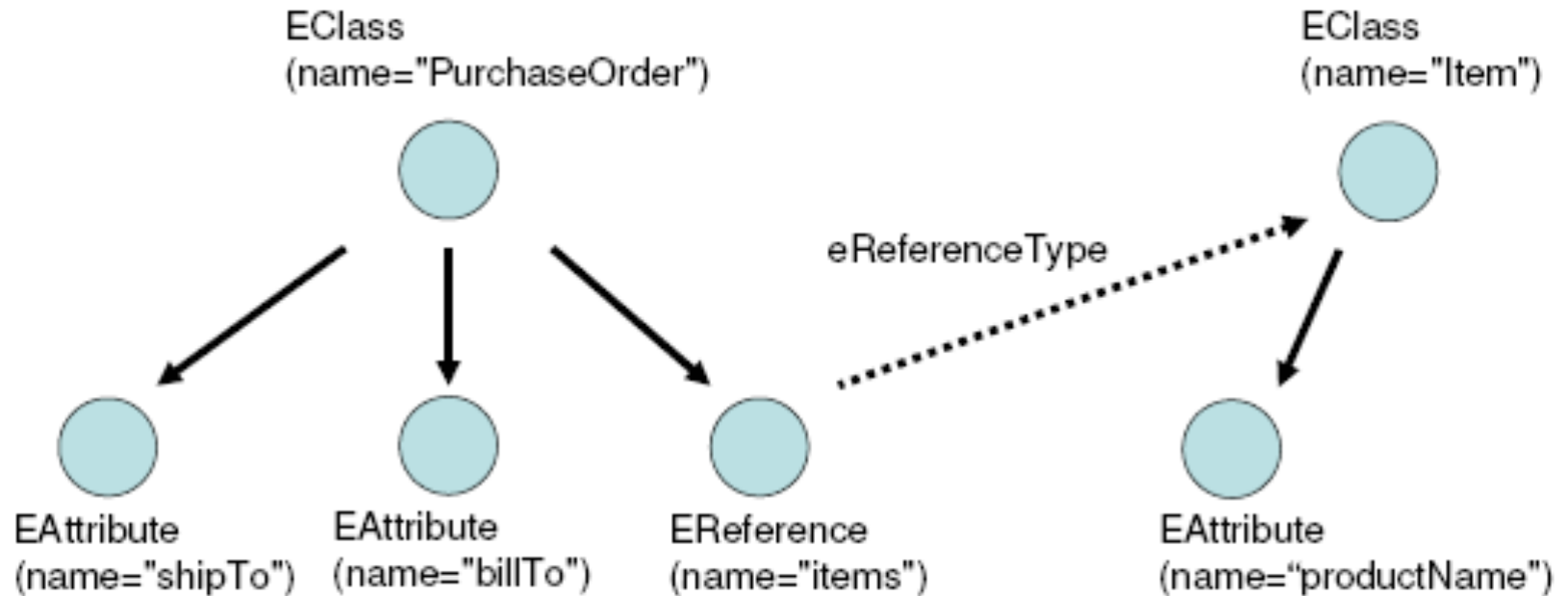
# Ecore

- Every concept is prefixed with an 'E'
- We find the usual notions of UML class diagrams:
  - Packages with EPackage
  - Classes with EClass
  - Attributes with EAttribute
  - Operations with EOperation
  - Associations with EReference

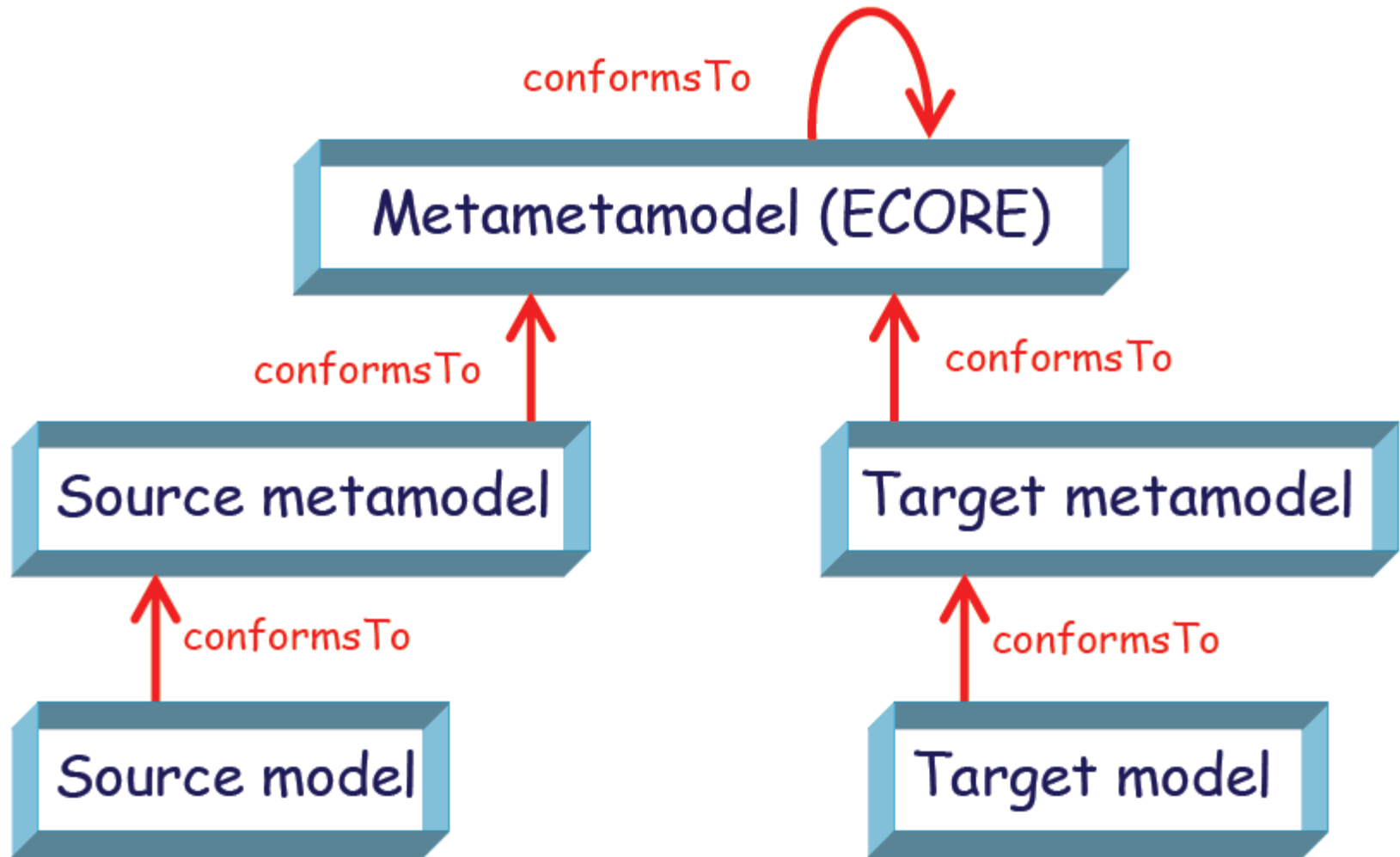
# Ecore

- EFactory and EObject are used for the M0 layer: instances

# Ecore example



## The general picture



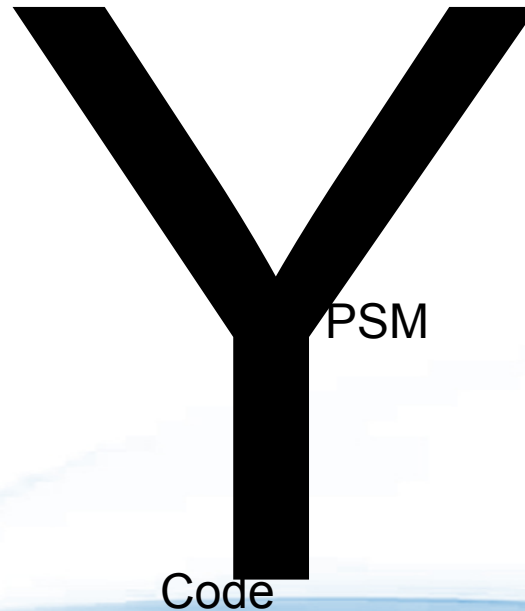
# MDE Process

1. Create the **source metamodel** via Eclipse EMF
2. Generate an editor to create the **source model** (instance)
3. Create the **source model**
4. Create the **target metamodel**
5. Create the transformation rules
6. Apply the transformation rules and get the **target model** (instance)



# The Y development cycle

Business concepts, Platform  
Entities -> CIM, PIM metamodel



# MDE Process in several flavors

- Pure MDE Process:
    - Source and target metamodels with Ecore or MOF
    - Transformation rules with ATL
    - Source and target models as an XMI file
- Only three modeling layers in this case (M3, M2, M0)

Tool: Kermeta

# MDE Process in several flavors (cont'd)

- Extreme Purity:
  - Source and target metamodels with Ecore or MOF
  - Source and target models with Ecore or MOF
  - Source and target instances with XMI
  - Transformation rules with ATL

The four modeling layers in this approach

Tool: EMF

# MDE Process in several flavors (cont'd)

- Flexible attitude:
  - Source and target metamodels with Ecore or MOF
  - *Source and target models with Ecore or MOF*
  - Source and target instances with XMI
  - Transformation rules with Java

Tool: Dynamic EMF + Velocity + Java

# Tools for MDE

- Kermeta (<http://www.kermeta.org>)
- OpenArchitectureWare: retired (<http://openarchitectureware.org>)
- OpenEmbedd (<http://openembedd.inria.fr>)
- TopCased (<http://www.topcased.org>)

# OpenArchitectureWare

- Tools proposed around OAW are now part of Eclipse Modeling tools
- Retired, tools are now used in Eclipse EMF





# OpenEmbedd

- MDE platform for real-time and embedded systems
- Based on Eclipse and Eclipse modeling tools
- Strong industrial tool with academic partners specialist in Model-Driven Engineering

The different tools used in OpenEmbedd are the ones in Kermeta and EMF

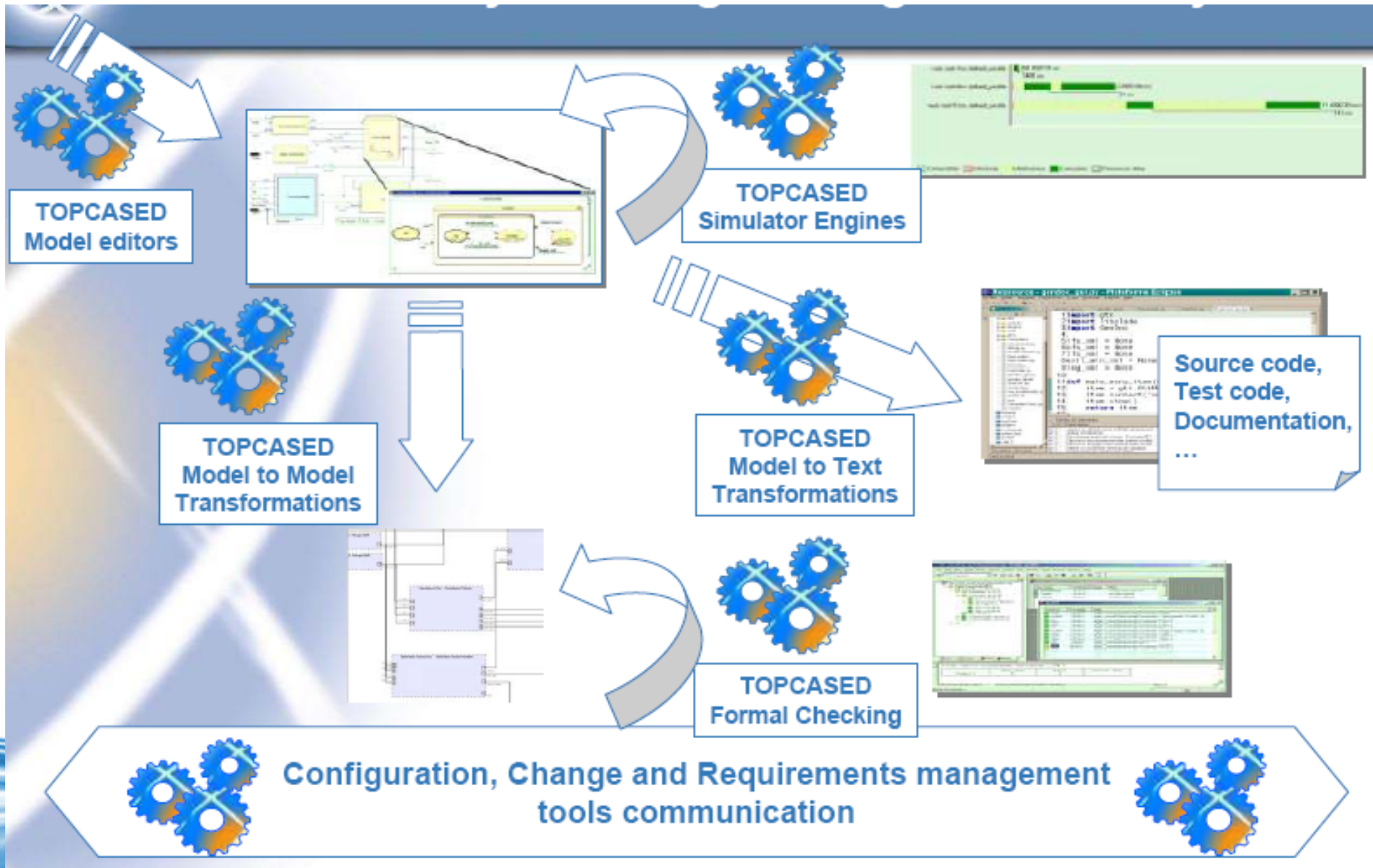


# TopCased

- MDE platform for critical systems
- Strong support from industry
- Based on Eclipse (Eclipse RCP, Eclipse Modeling tools)
- Specific tools from partners: model checking, analysis, etc.

The different tools used in OpenEmbedd are the ones in Kermeta and EMF





# MDE in practice

# Kermeta

- MDE platform
- Based on Eclipse
- Kermeta = Metamodeling + Behavior





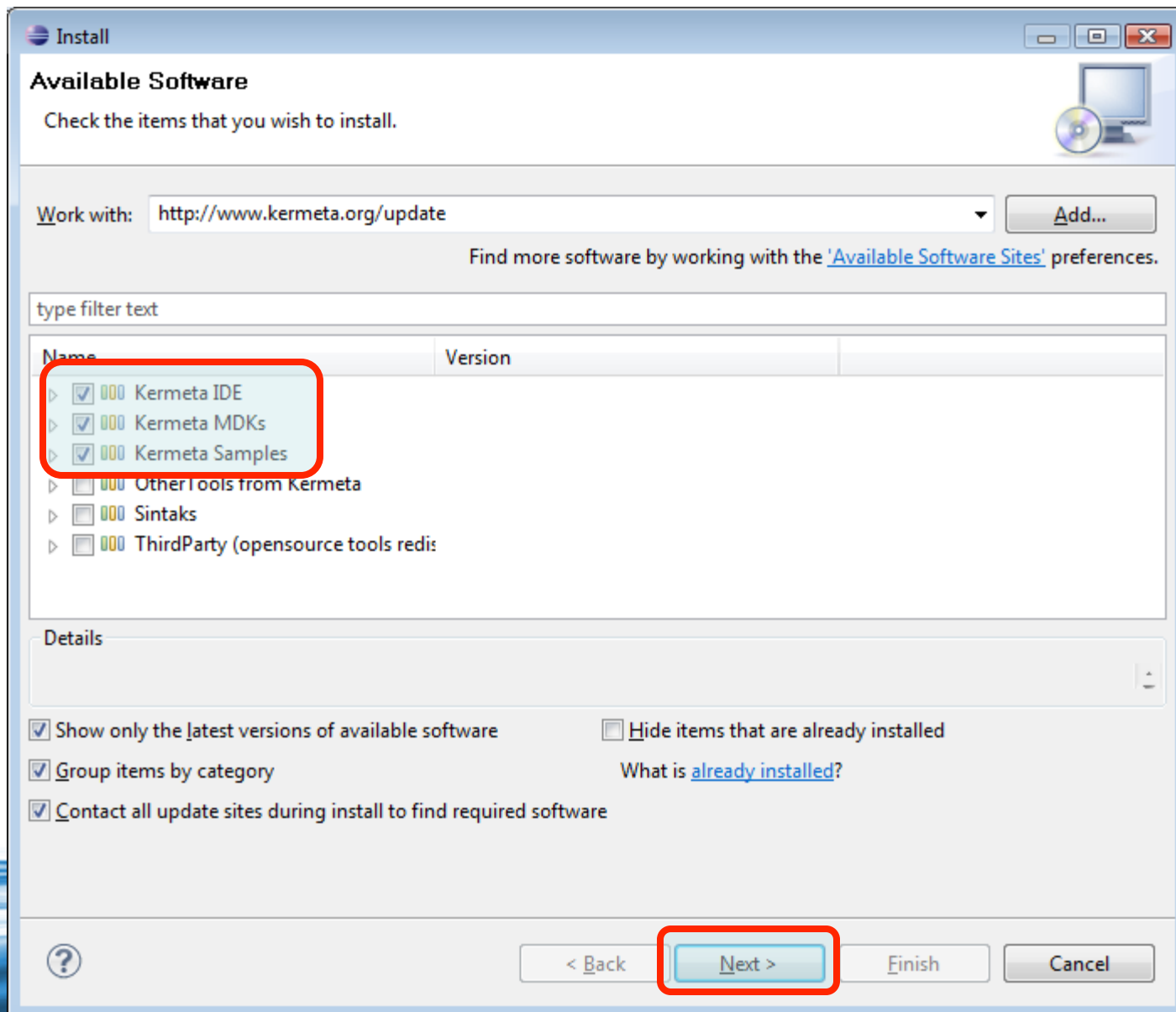
# Installation

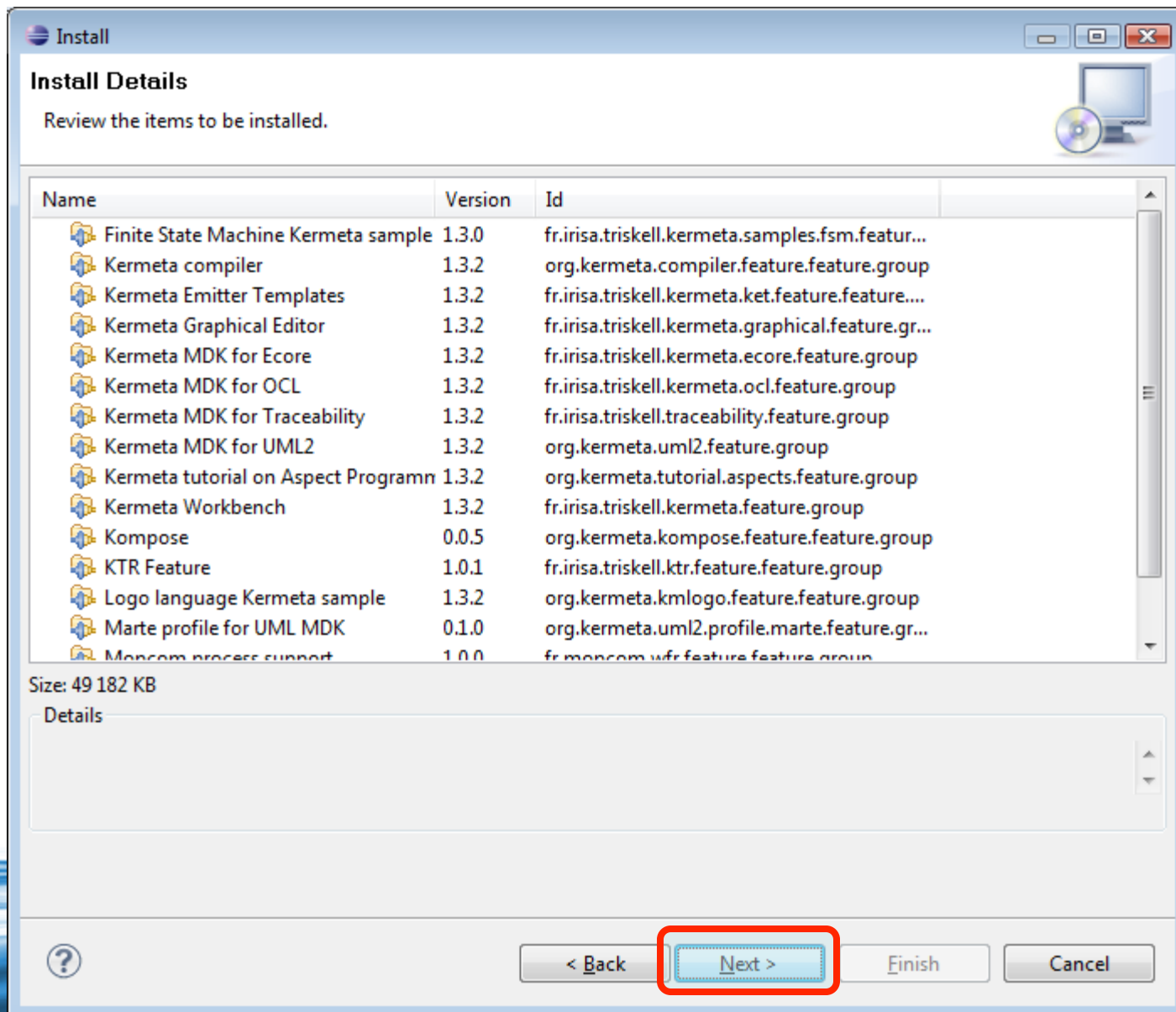
- Download All-in-one Eclipse Modeling Tools (  
<http://www.eclipse.org/downloads/packages/eclipse-modeling-tools-includes-incubating-components/galileosr1>)
- Unzip the archive to a directory
- Execute Eclipse
- Check in File>New you have Eclipse Modeling Framework and UML 2.1 Diagrams

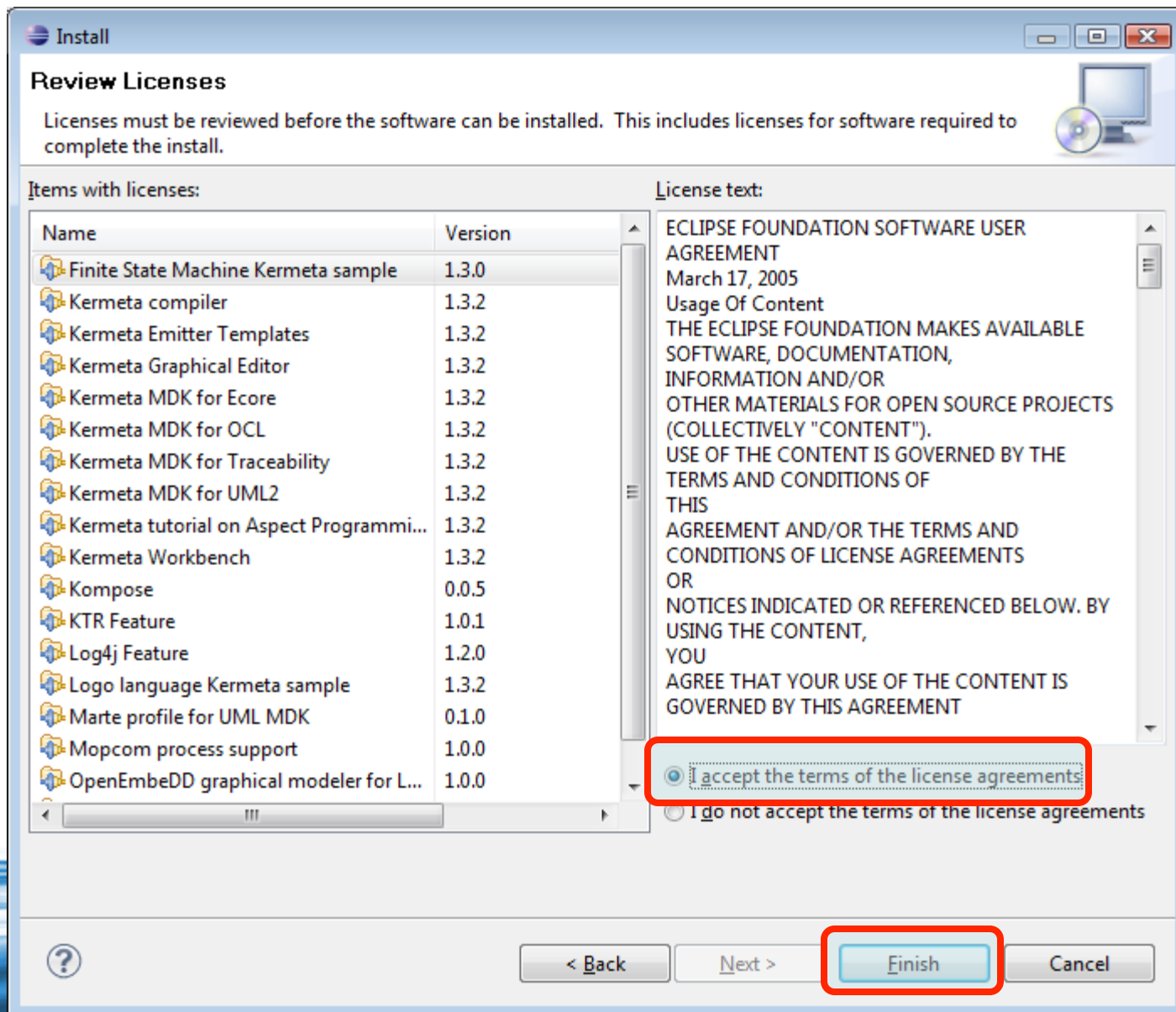


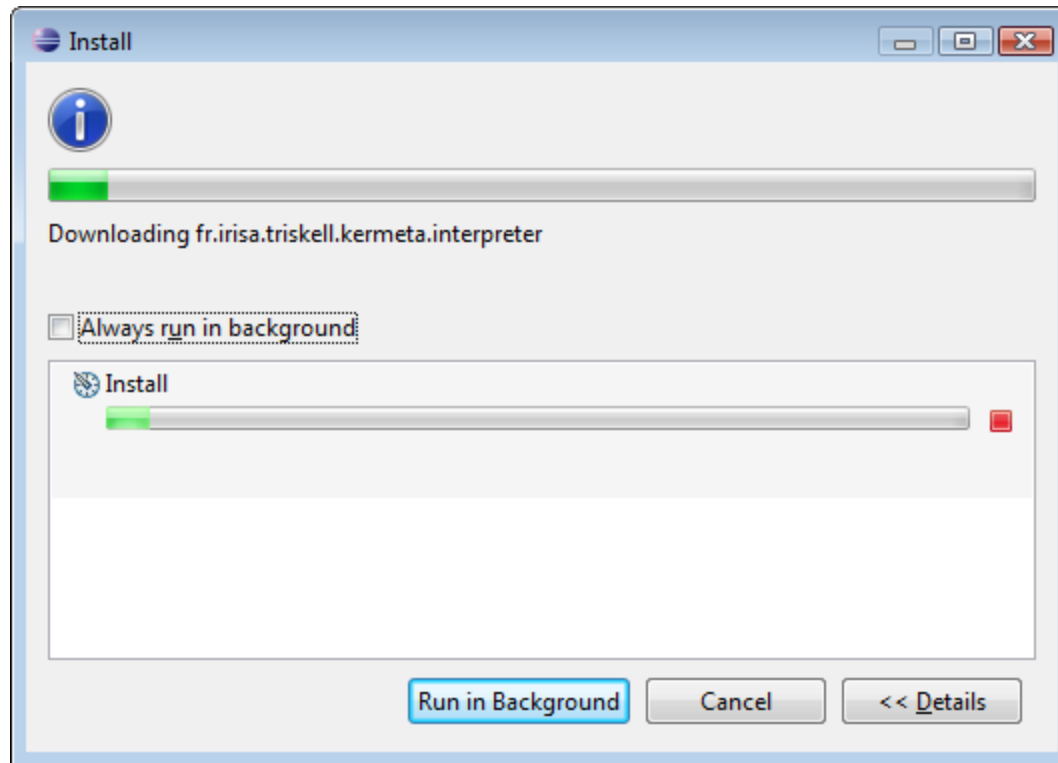
# Installation (cont'd)

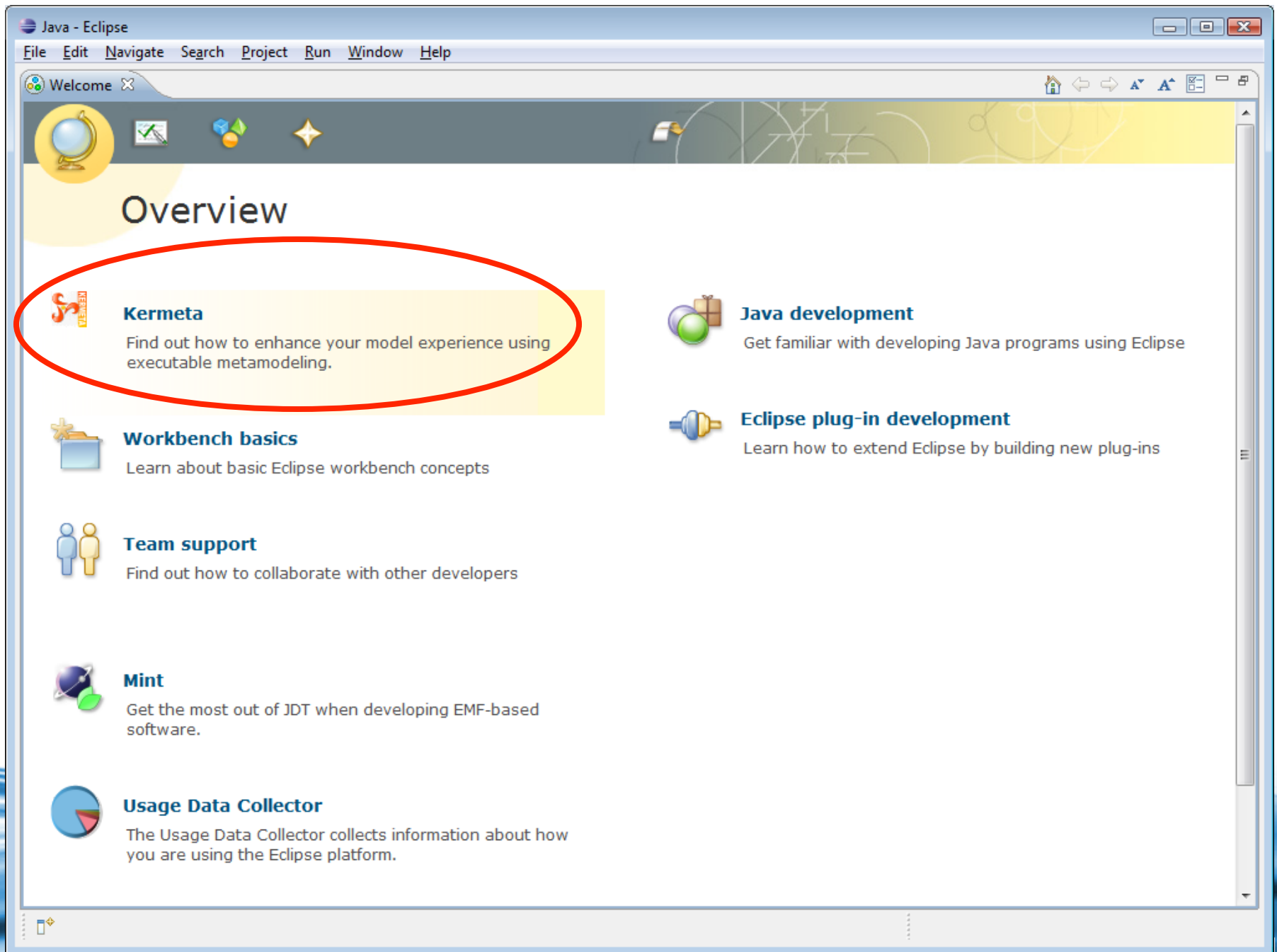
- Go to Help>Install new software
- Click on Button *Add* and this new site:  
<http://www.kermeta.org/update>
- Then select the Kermeta site in the combo  
*Work with*
- Check the Kermeta proposal below as shown on Figure



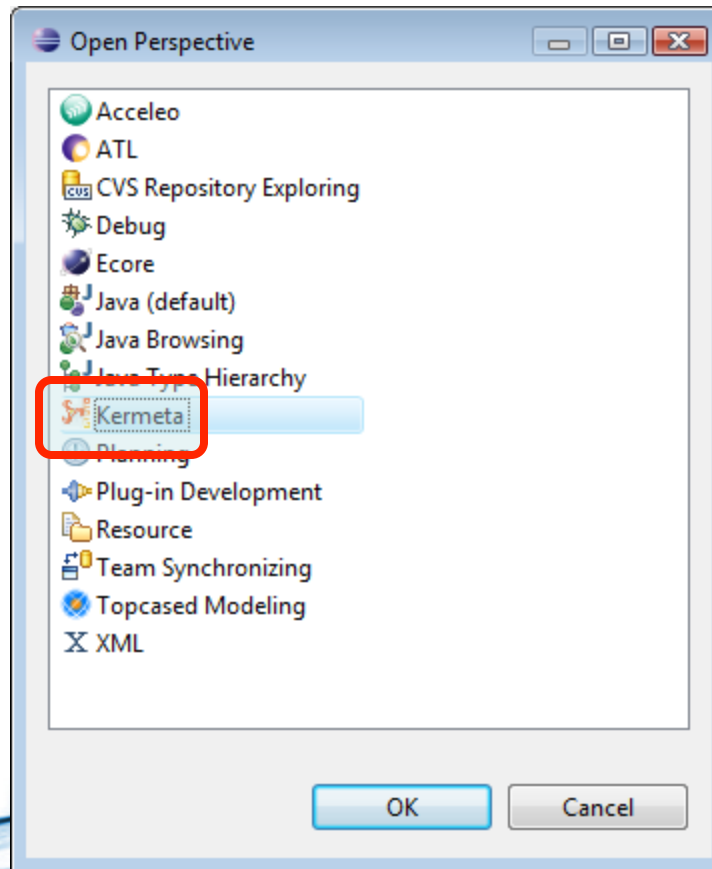












Change the perspective to the Kermeta one

# Creating the source metamodel

Two possibilities:

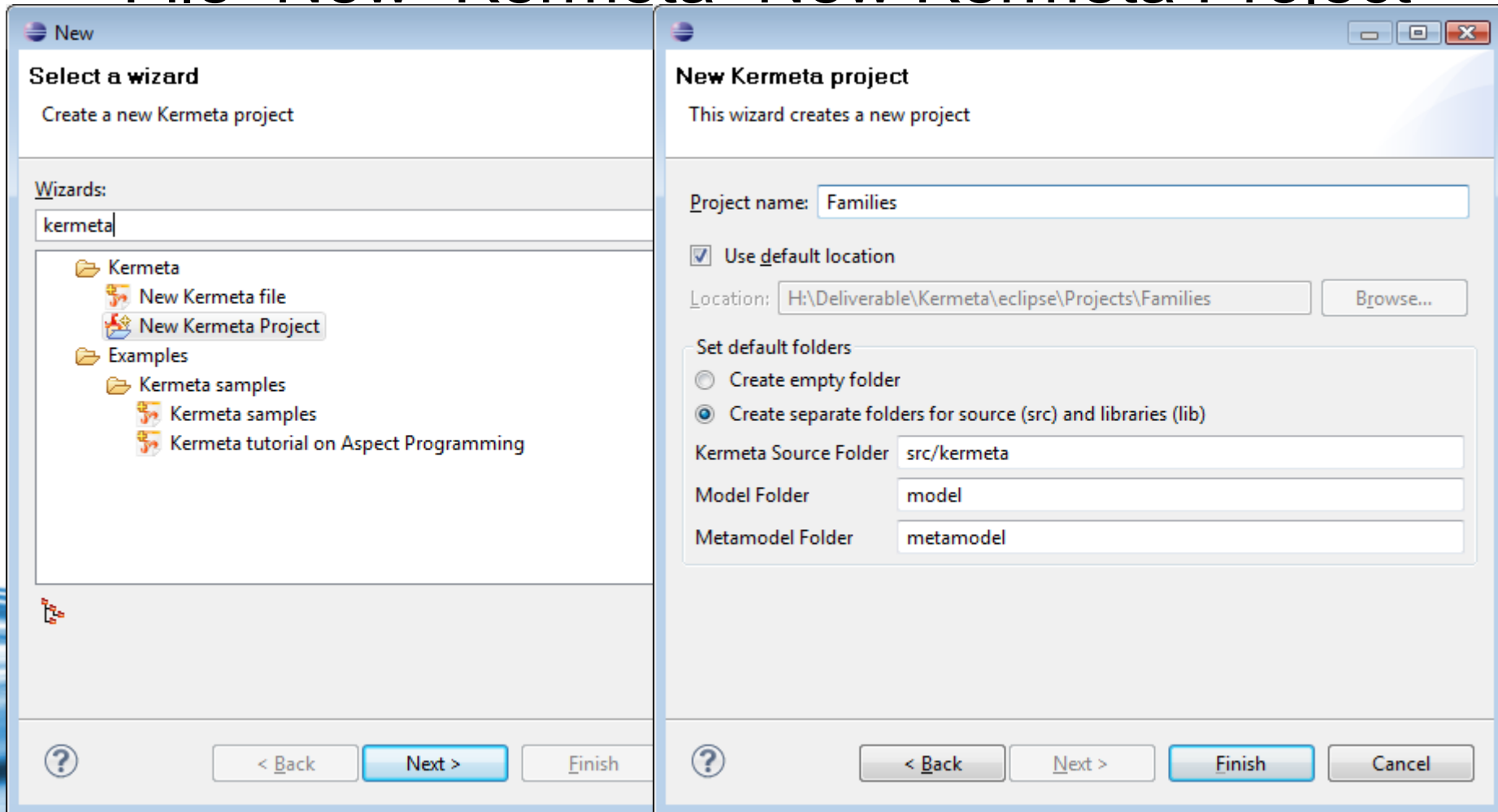
- From a file using the Kermeta notation (KM3)
- From an Ecore file

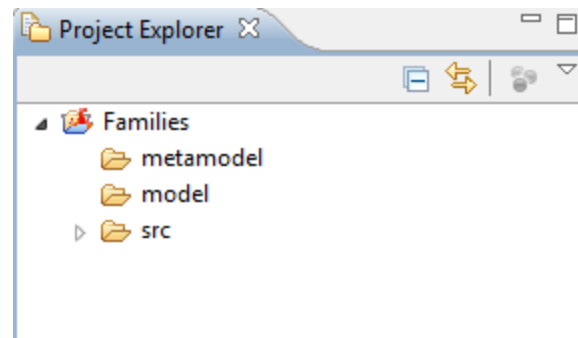
Or you could be more exotic with annotated Java files, UML class diagrams, or Rational Rose models

# Creating from a Kermeta file

Create an empty project from

File>New>Kermeta>New Kermeta Project








**New Kermeta File**


This wizard creates a new file with \*.kmt extension that can be opened by a multi-page editor.




File name:

Enter or select the parent folder:

Families/metamodel

 Families


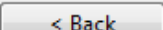
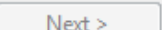
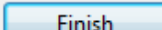
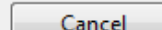
-  metamodel
-  model
-  src

Set default folders

Root package:

Main class:

Main operation:

```
families.kmt X
package metamodel;

require kermeta
using kermeta::standard

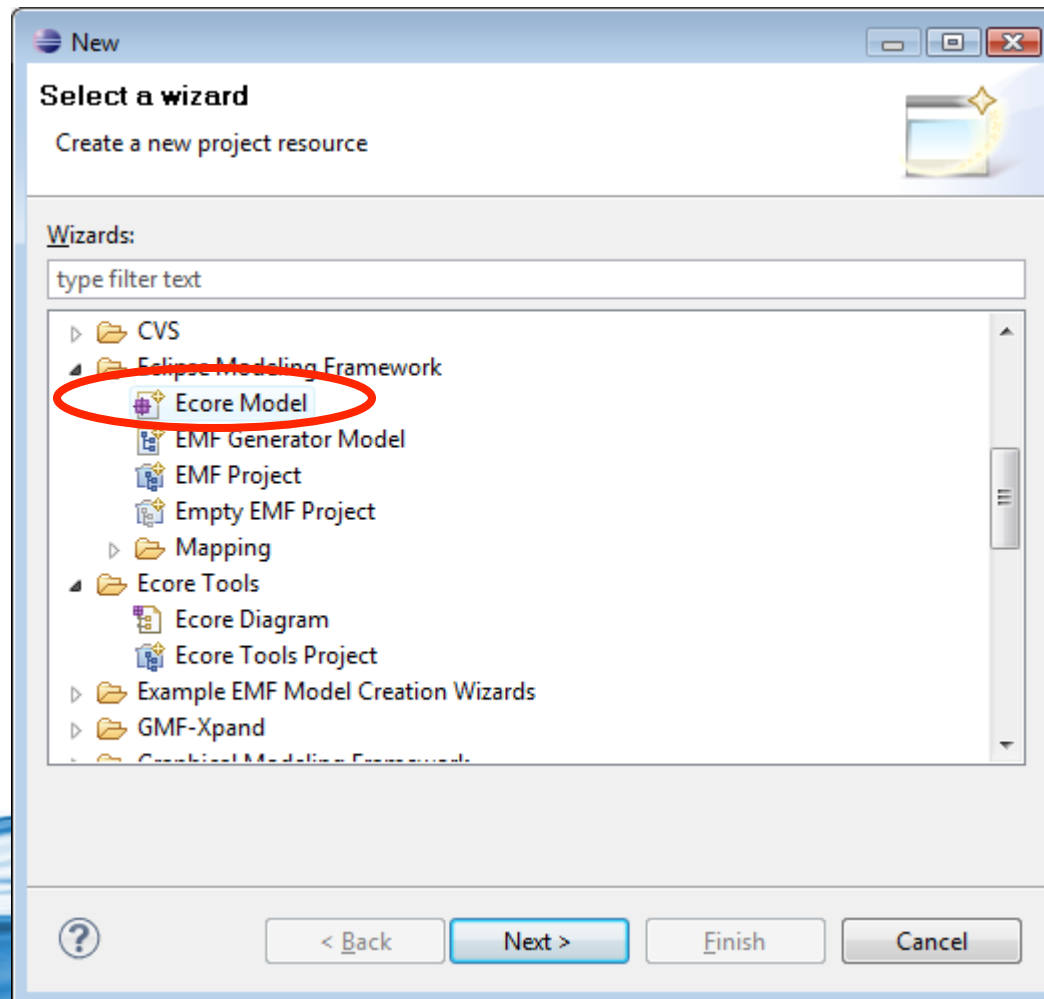
class Member {
    attribute firstName : String
    reference familyFather : Family
    reference familyMother : Family
    reference familySons : Family
    reference familyDaughters : Family
}

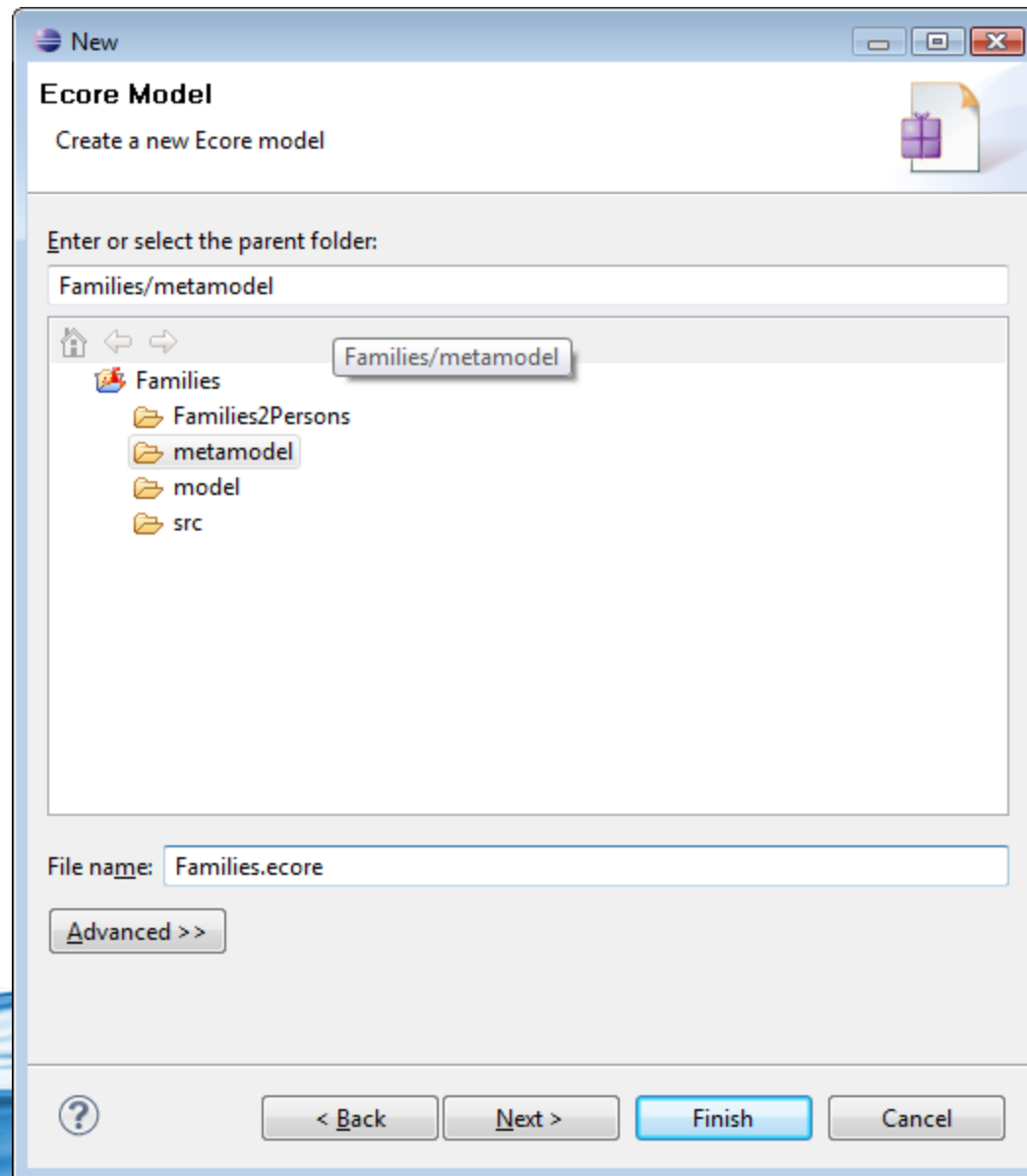
class Family {
    attribute lastName : String
    reference father : Member
    reference mother : Member
    reference sons : set Member[0..*]
    reference daughters : set Member[0..*]
}
```

Translate this Kermeta file into an Ecore file  
It is preferable to use an Ecore for our specific needs



# Create from an Ecore file






New

**Ecore Model**

Select a model object to create




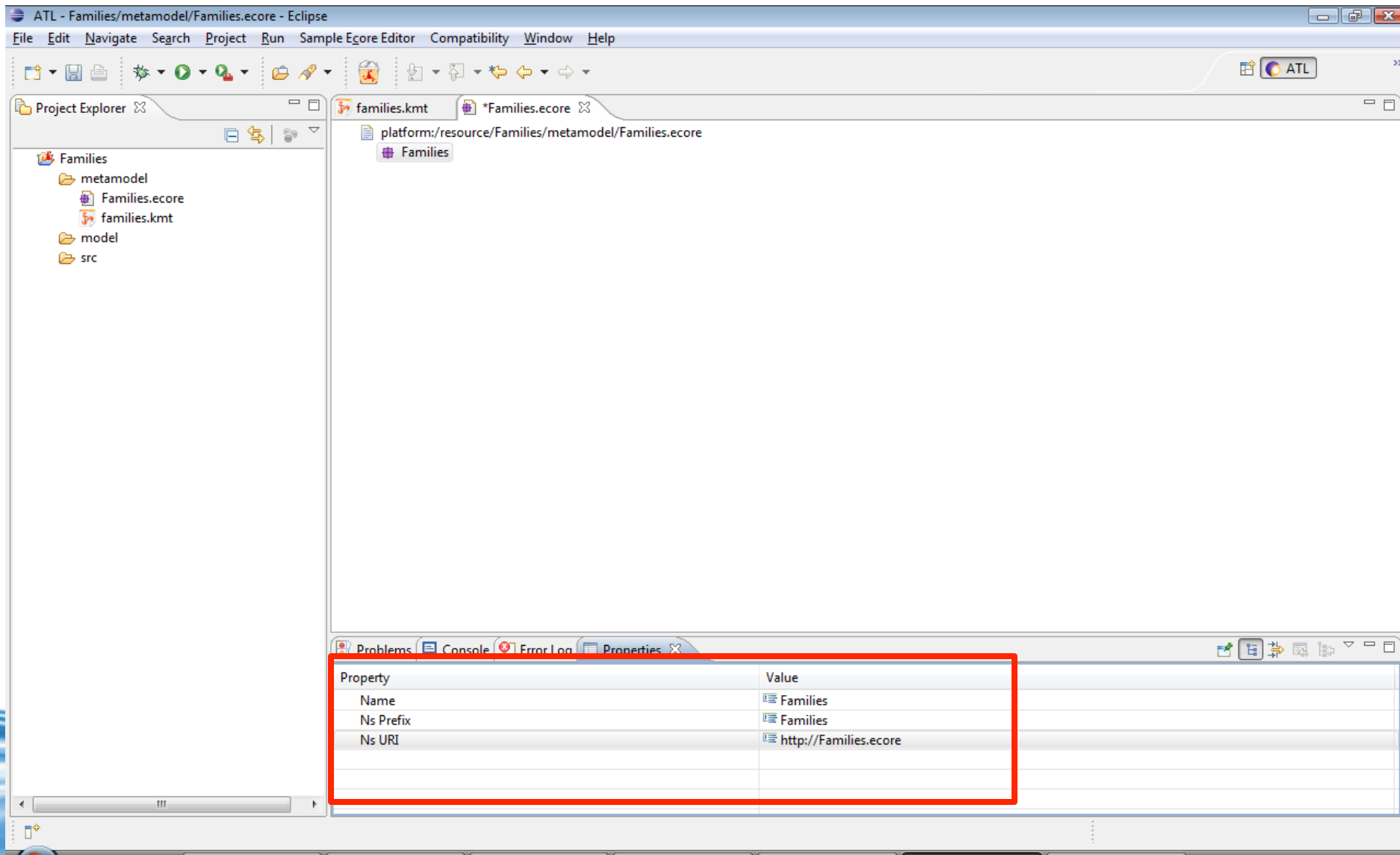
Model Object

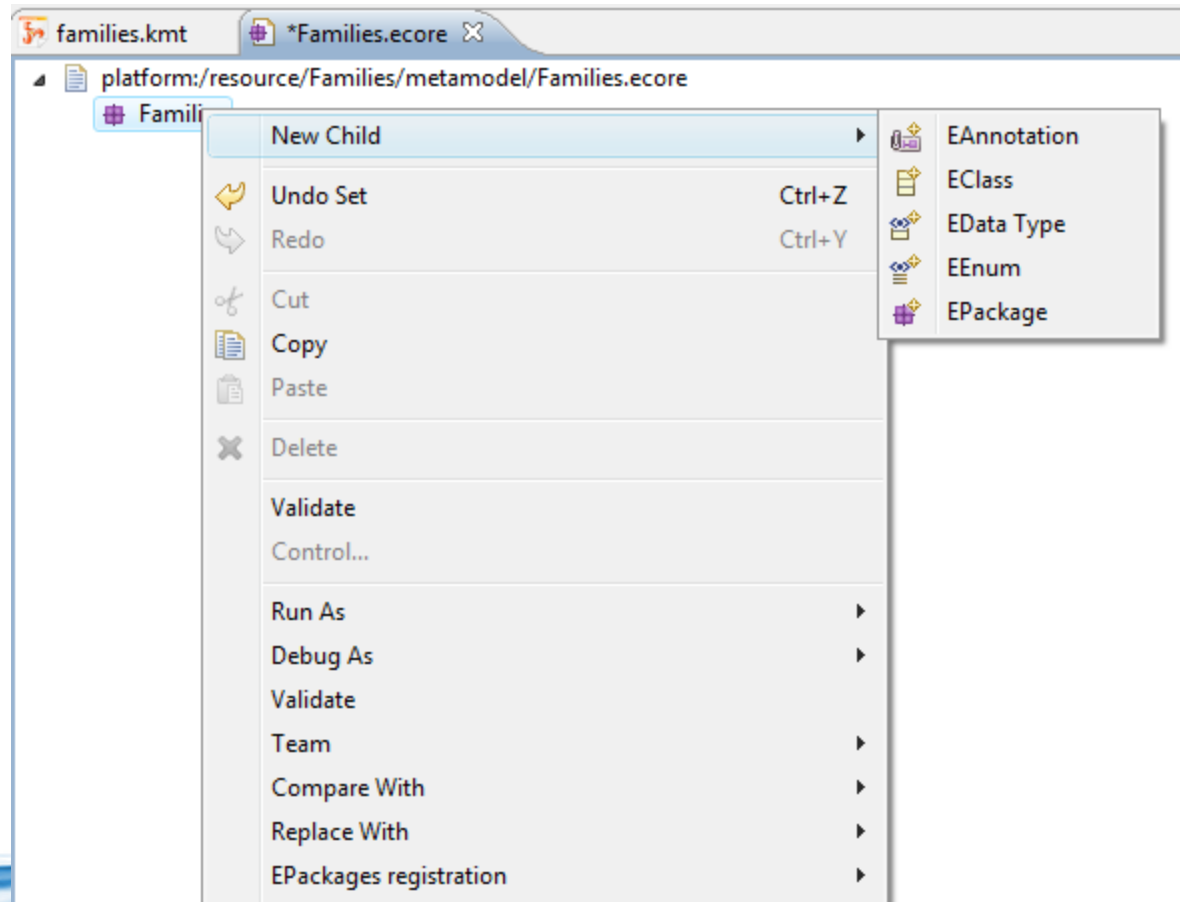
EPackage

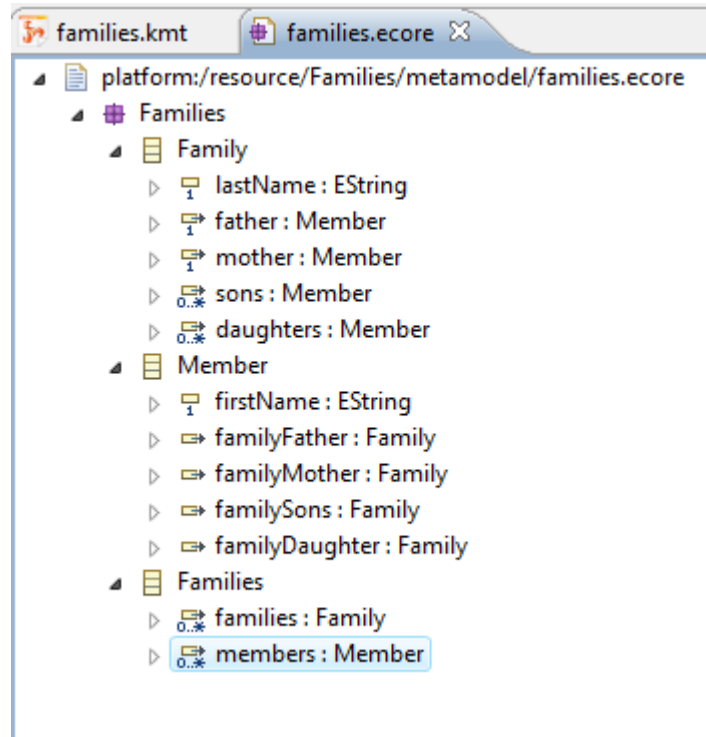
XML Encoding

UTF-8

 < Back Next > Finish Cancel









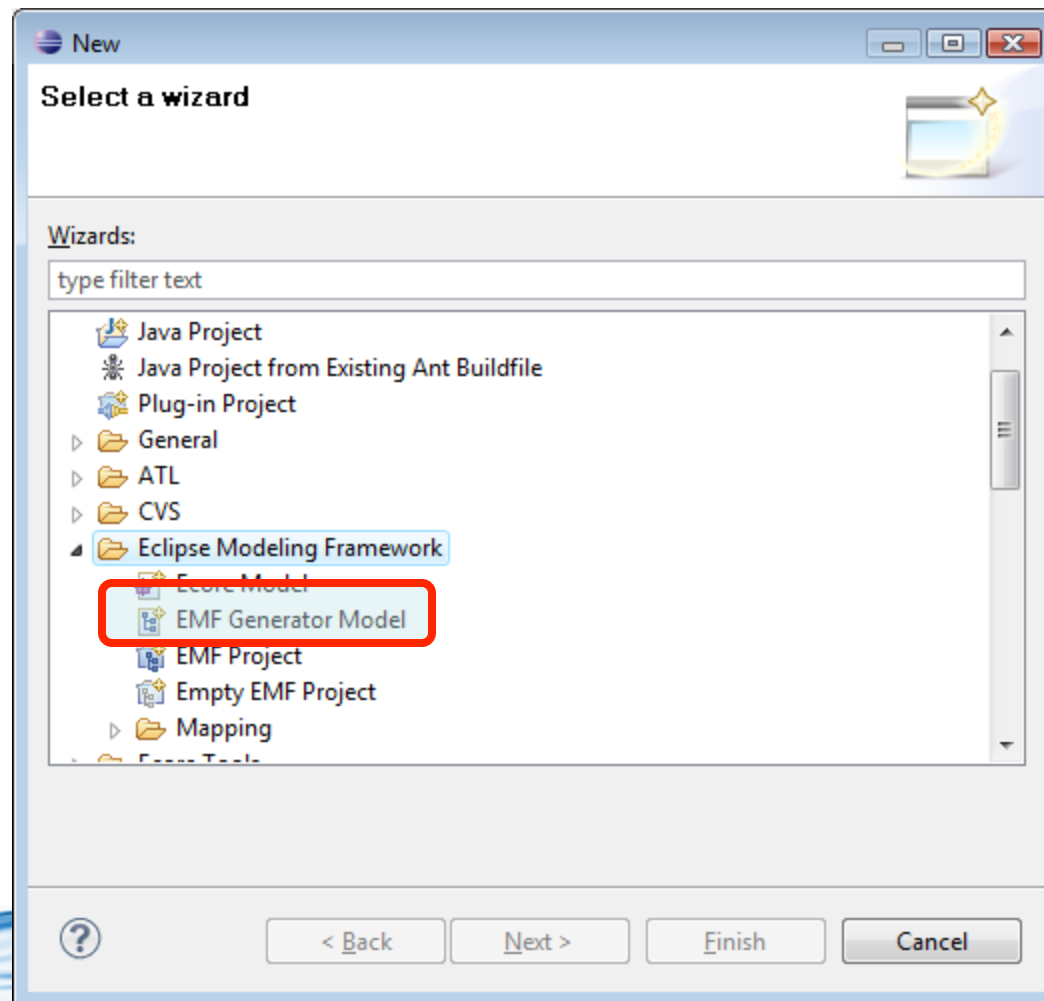


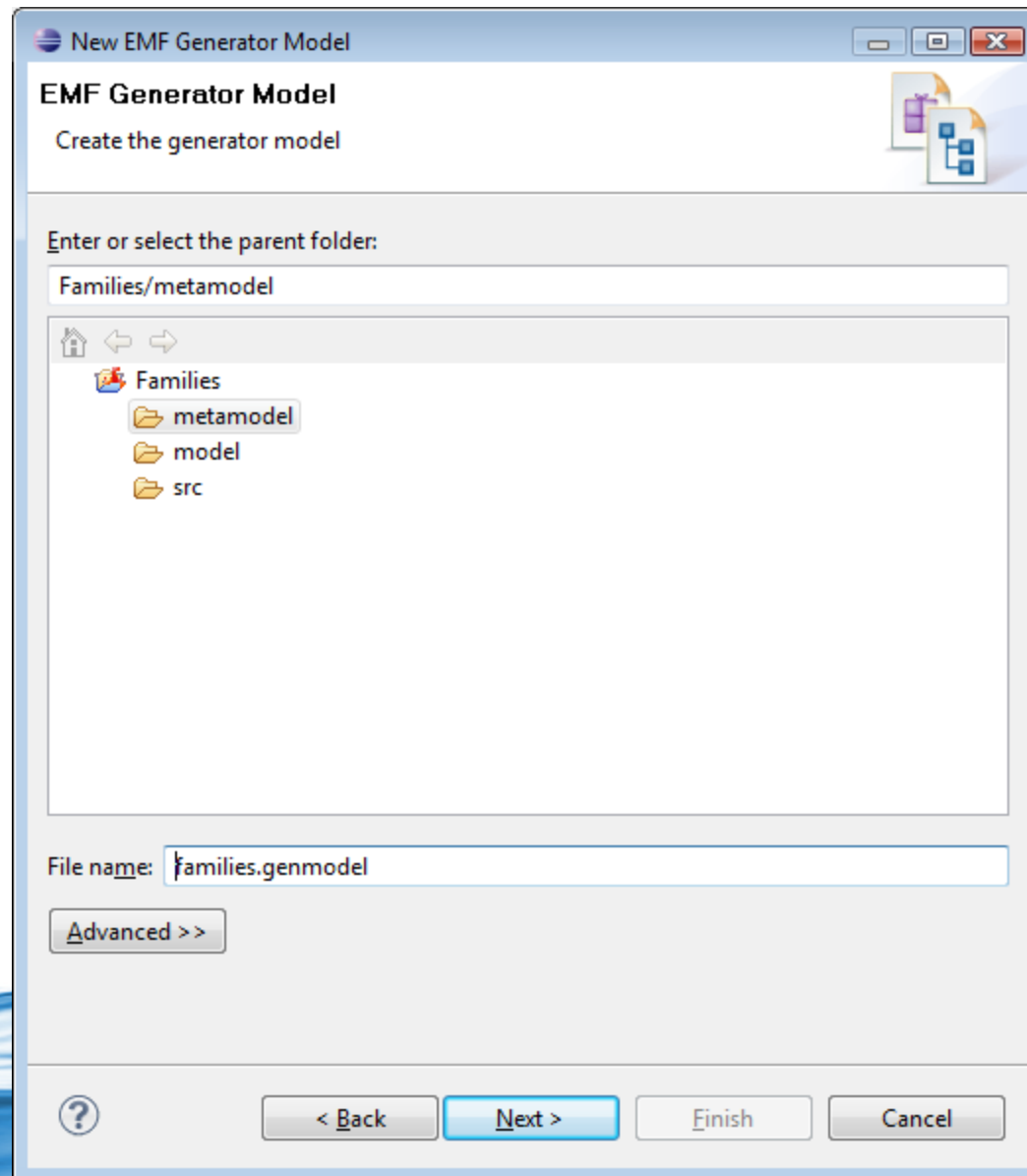
Problems Console Error Log Properties	
Property	Value
Derived	false
EKeys	
<b>EOpposite</b>	familyFather : Family
EType	familyDaughter : Family
Lower Bound	familyFather : Family
..	familyMother : Family
	familySons : Family

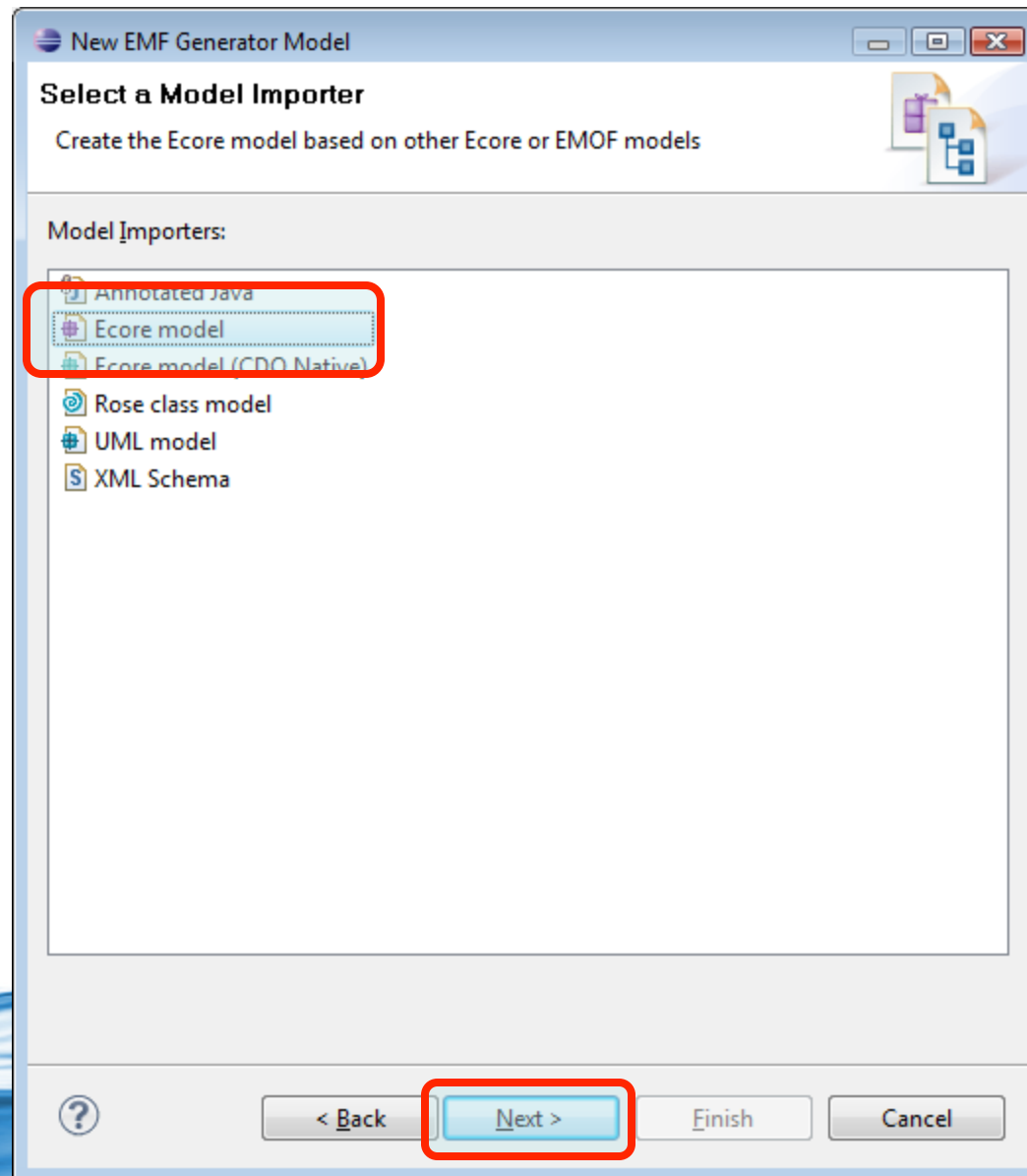
al opposite of this reference

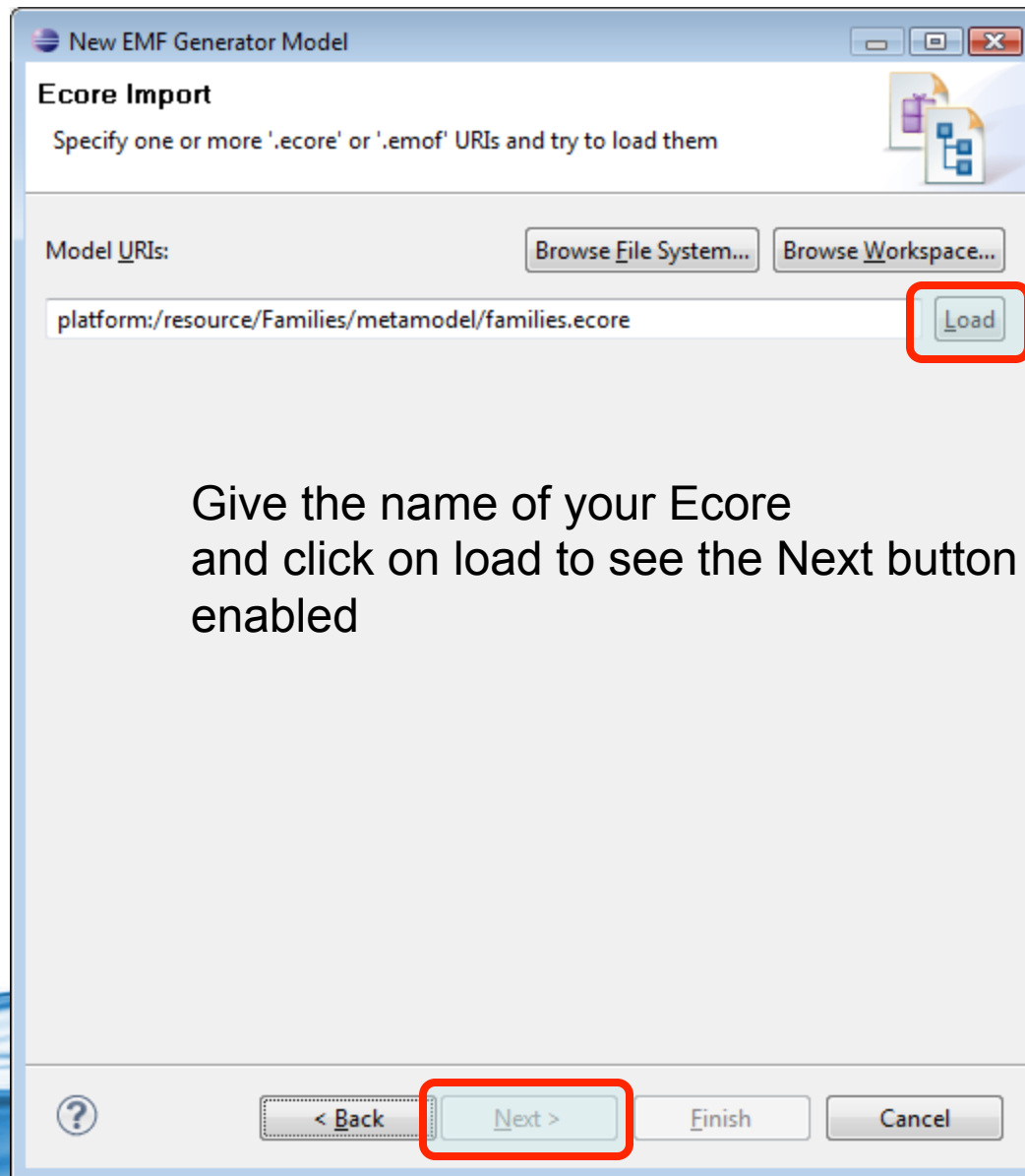
# Generate the editor for the model

- Right click on families.ecore in Project Explorer>New>EMF Generator Model











New EMF Generator Model

### Package Selection

Specify which packages to generate and which to reference from other generator models

Root packages:

Select All Deselect All

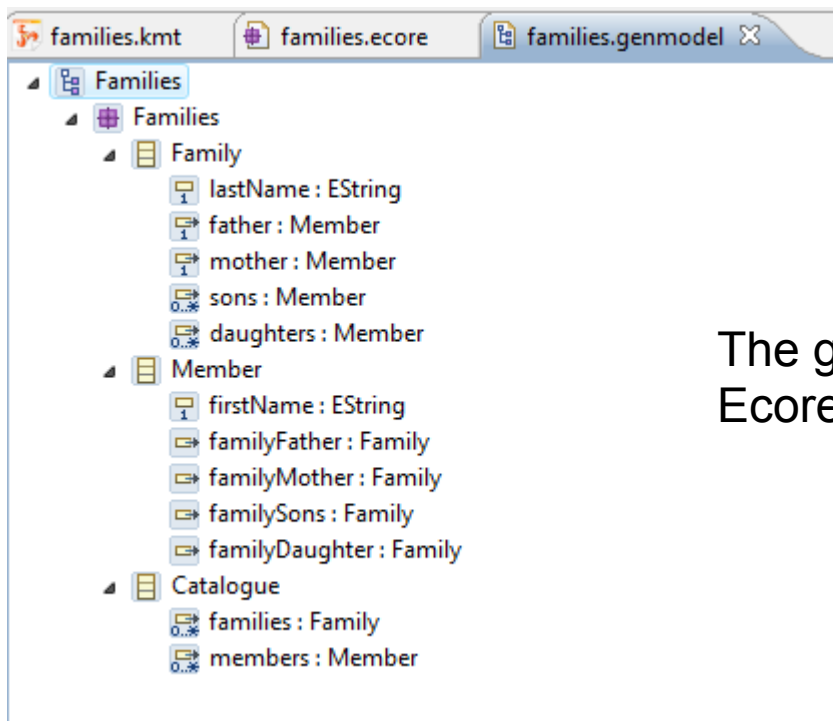
Package	File Name
<input checked="" type="checkbox"/> Families	families.ecore

Referenced generator models:

Add...

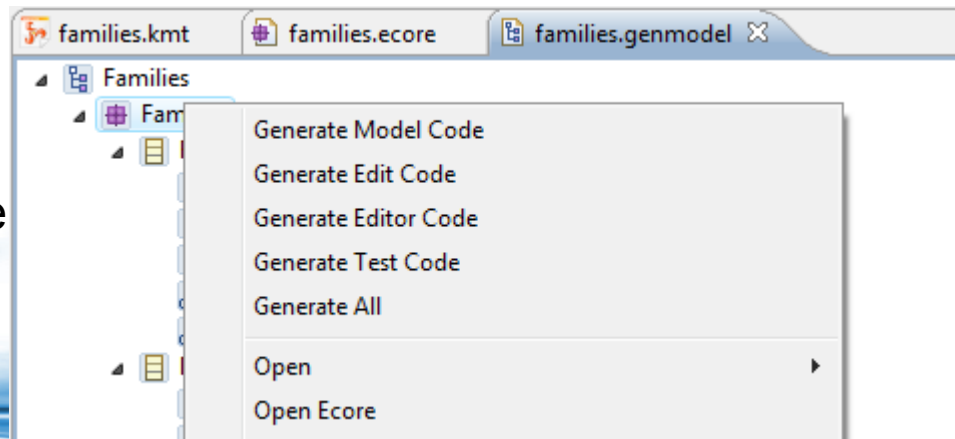
?

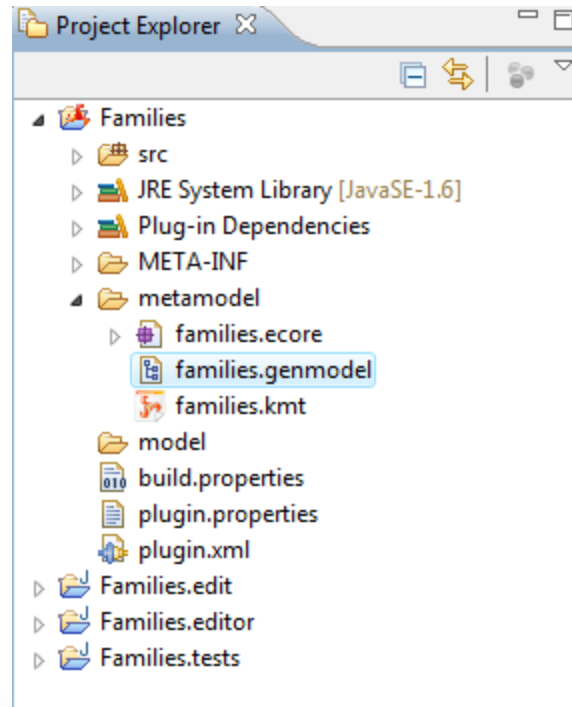
< Back Next > Finish Cancel



The generator model is equivalent to the Ecore file but is prepared to build an editor

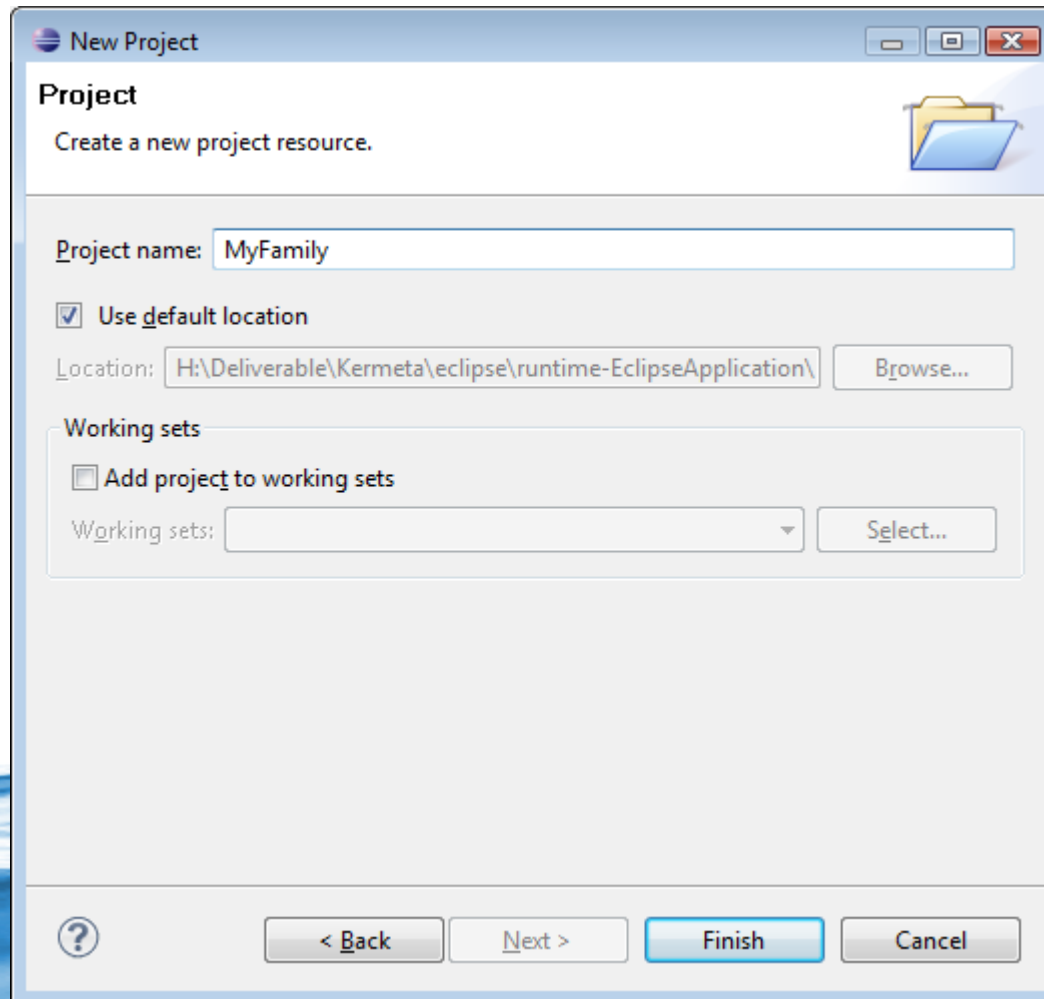
Right-click on the package and click on Generate all



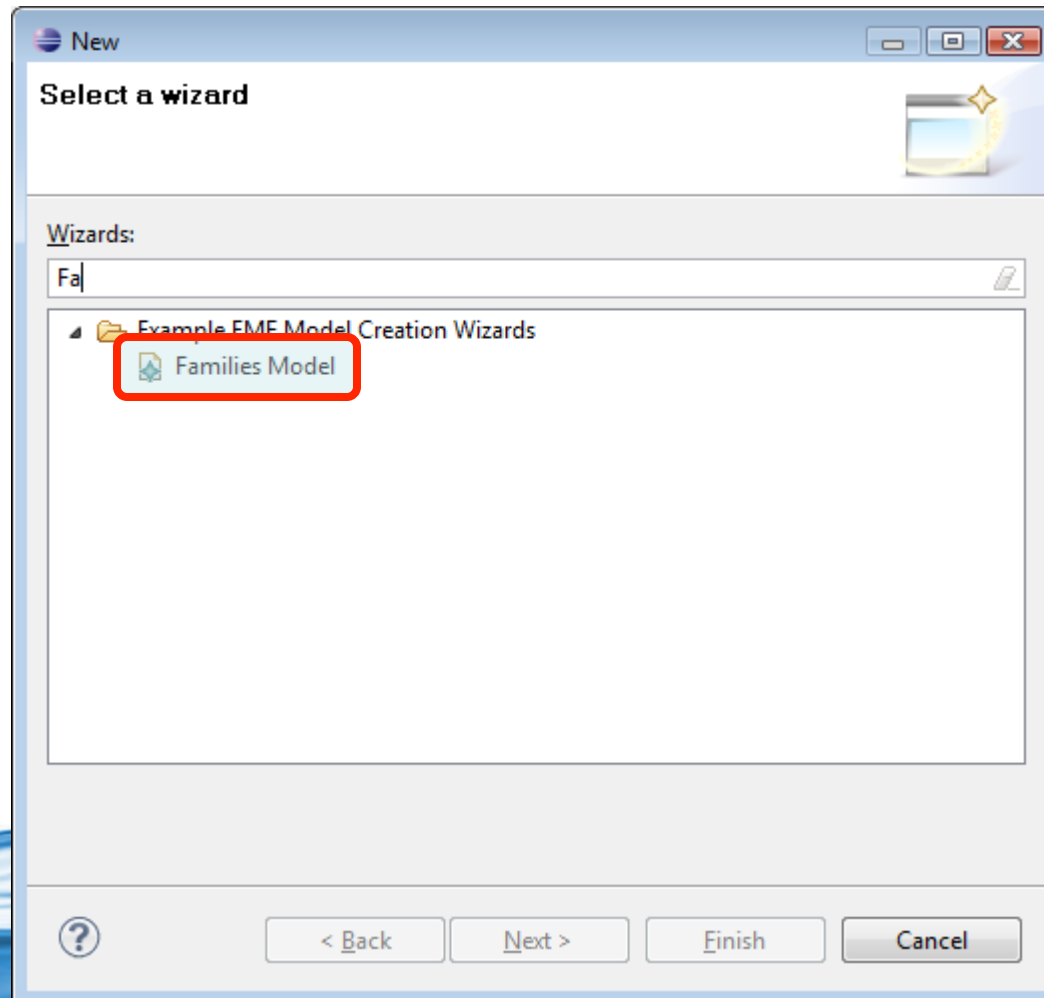


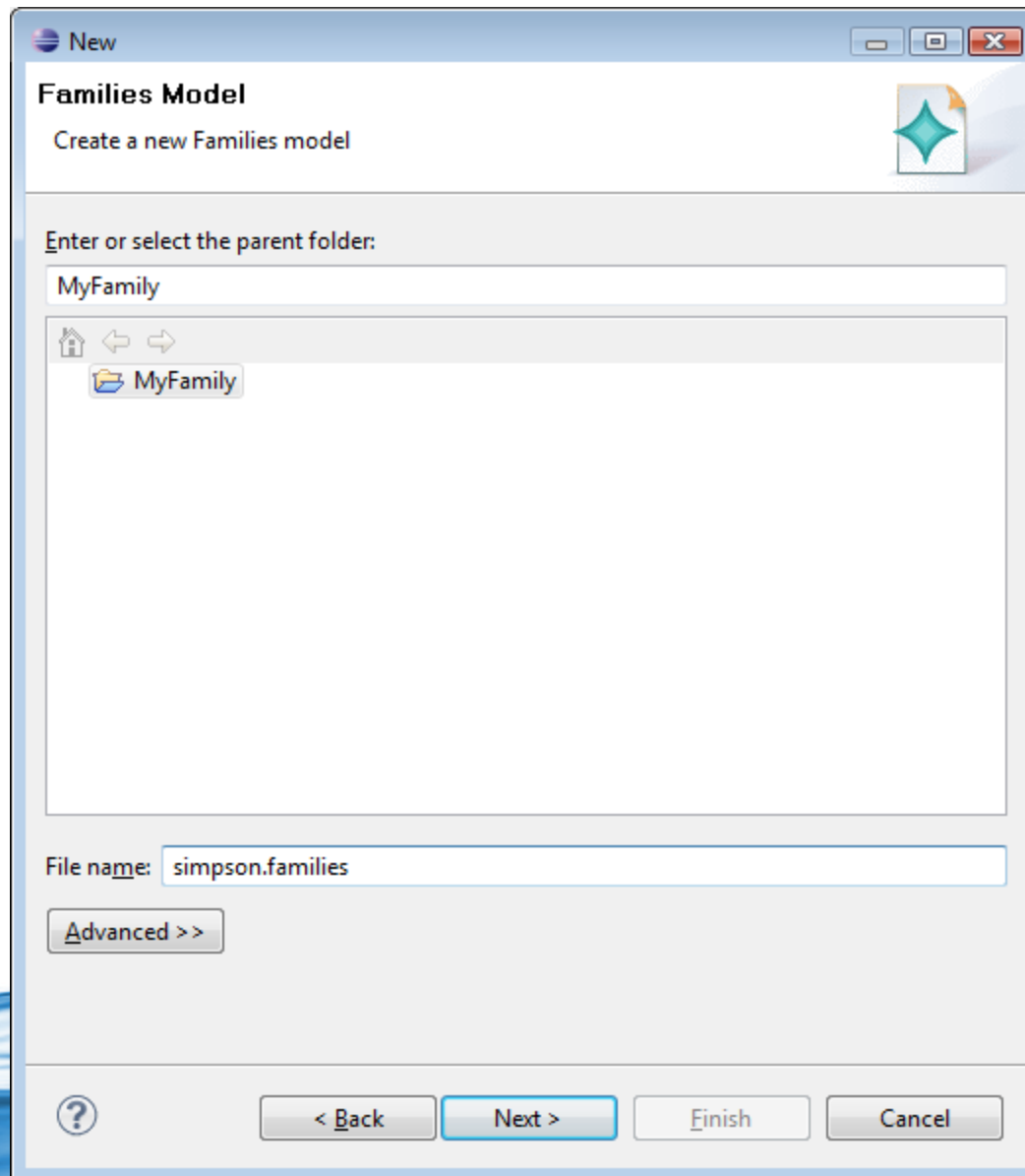
After generation, you can find some new projects in your workspace. A plugin (editor + wizard) is created for your metamodel

Run a new Eclipse from the one you are, and File>New>Project



On the project, right click New>Other








New

**Families Model**

Select a model object to create




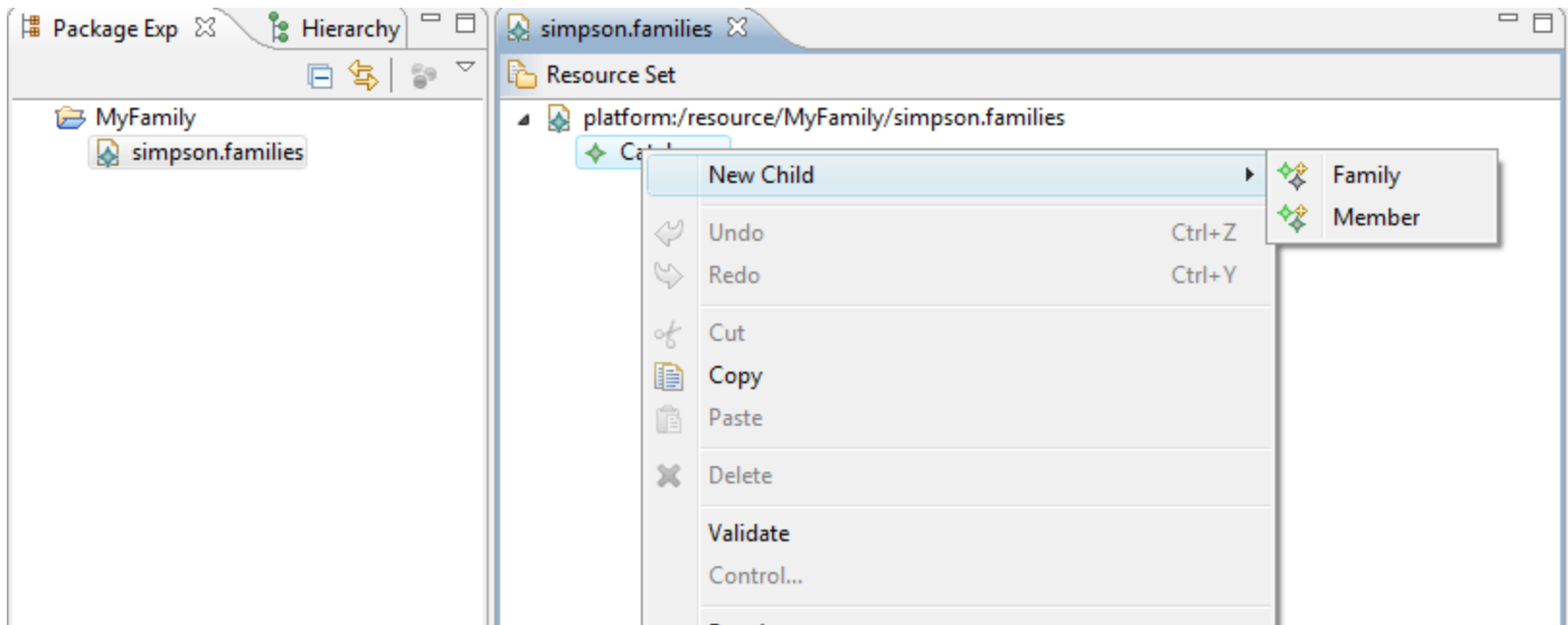
Model Object

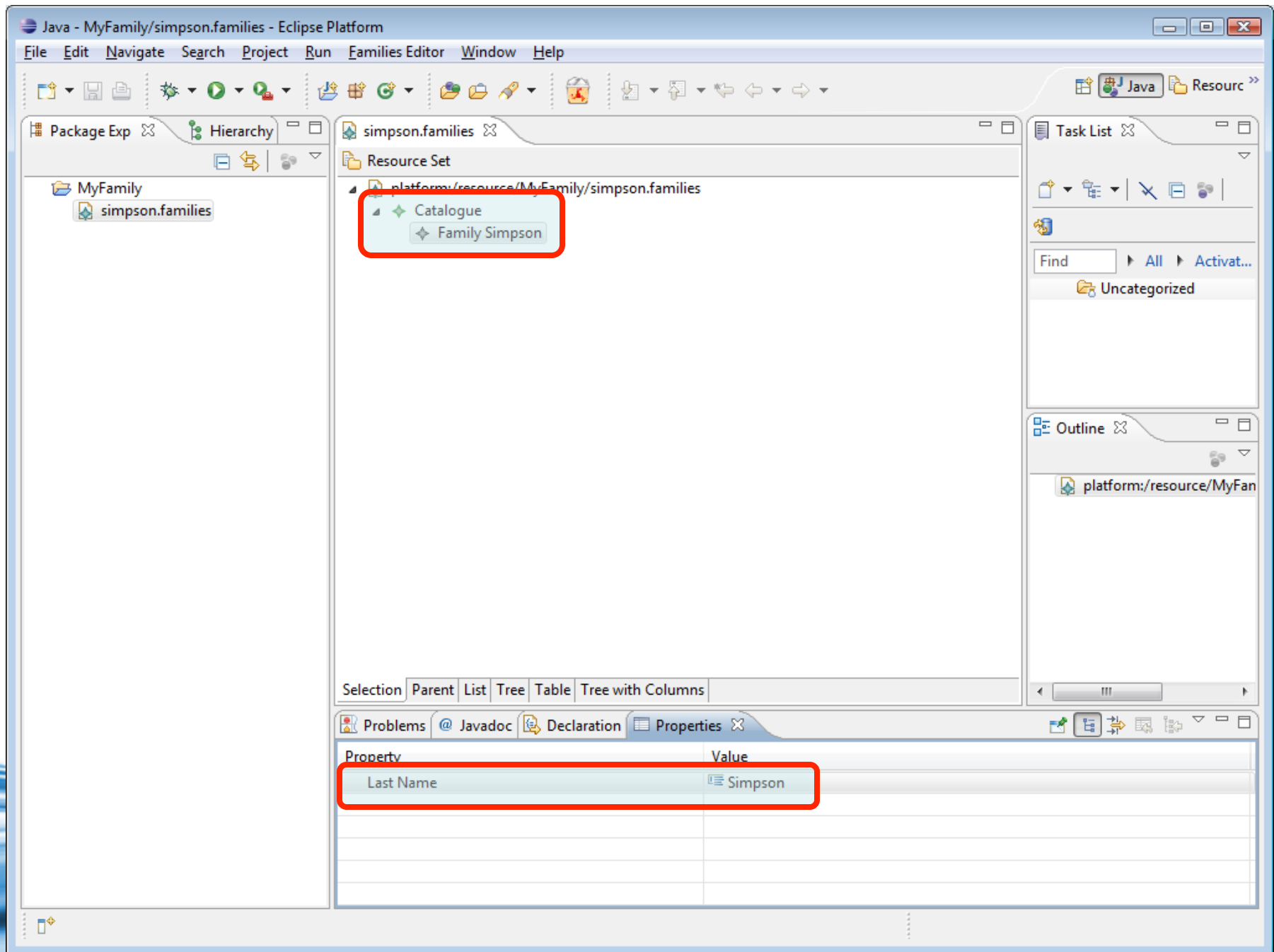
Catalogue

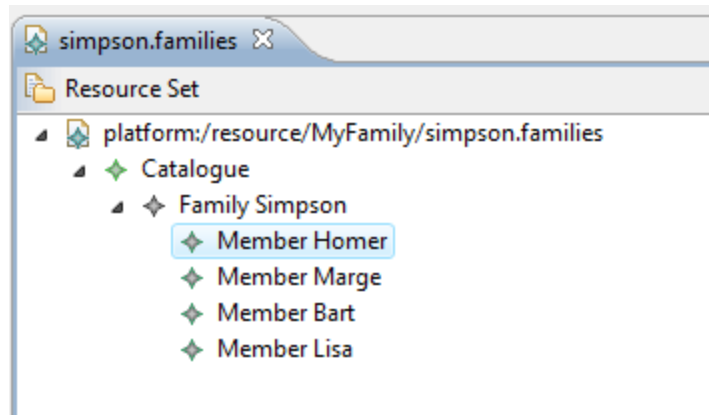
XML Encoding

UTF-8

 < Back Next > Finish Cancel







# Create the target metamodel

**New Kermeta project**  
This wizard creates a new project

Project name:

☒ Use default location

Location:

Set default folders

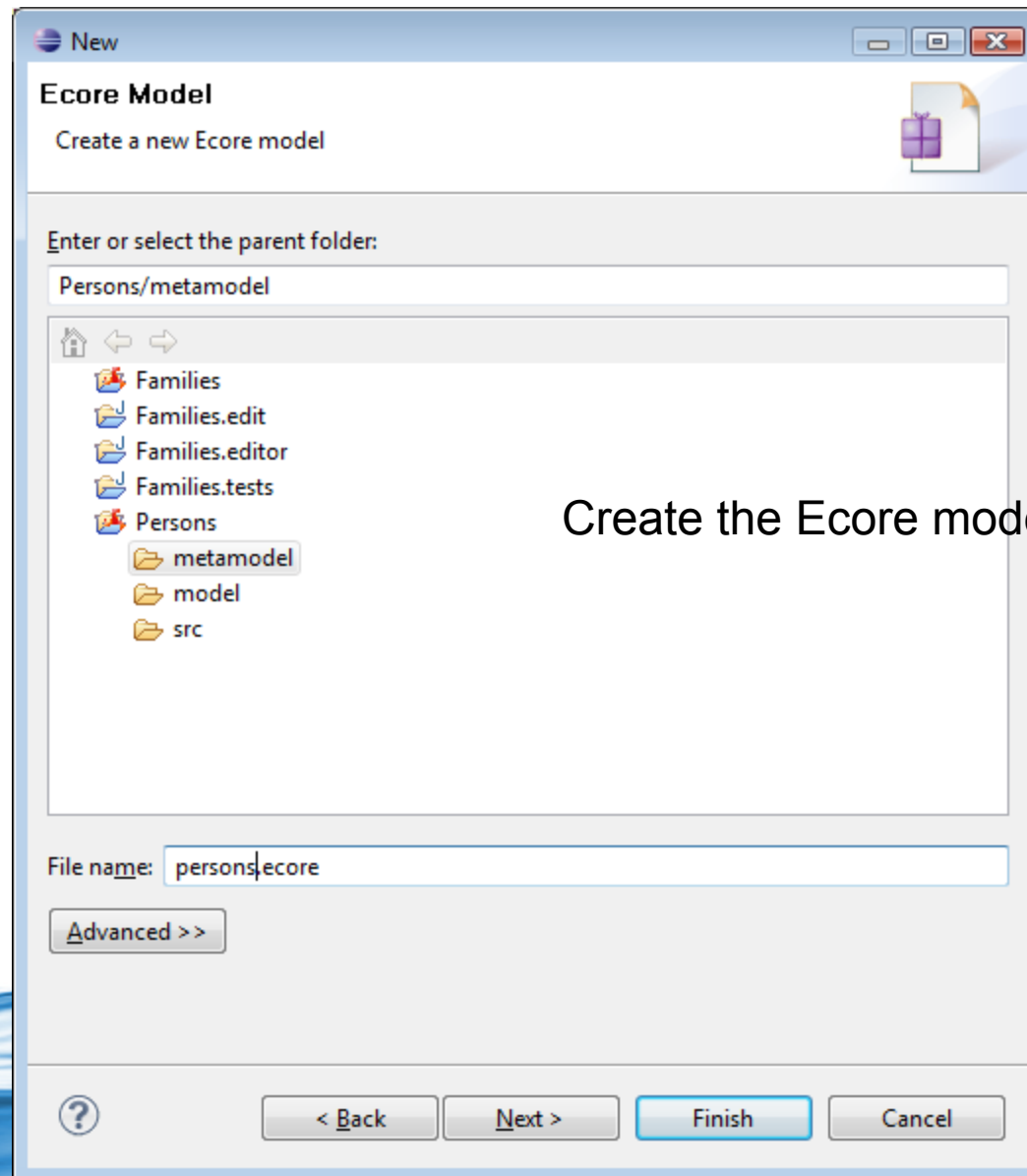
☐ Create empty folder

☒ Create separate folders for source (src) and libraries (lib)

Kermeta Source Folder

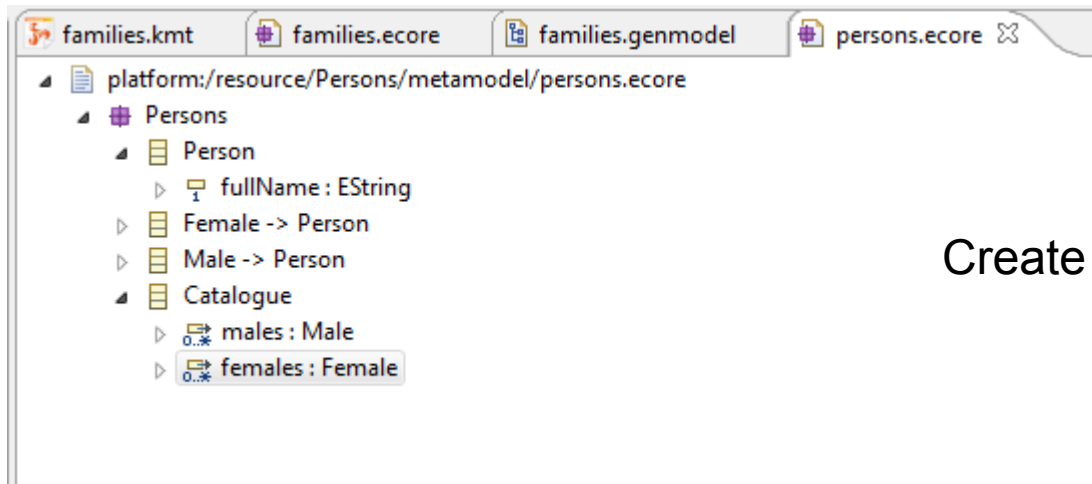
Model Folder

Metamodel Folder

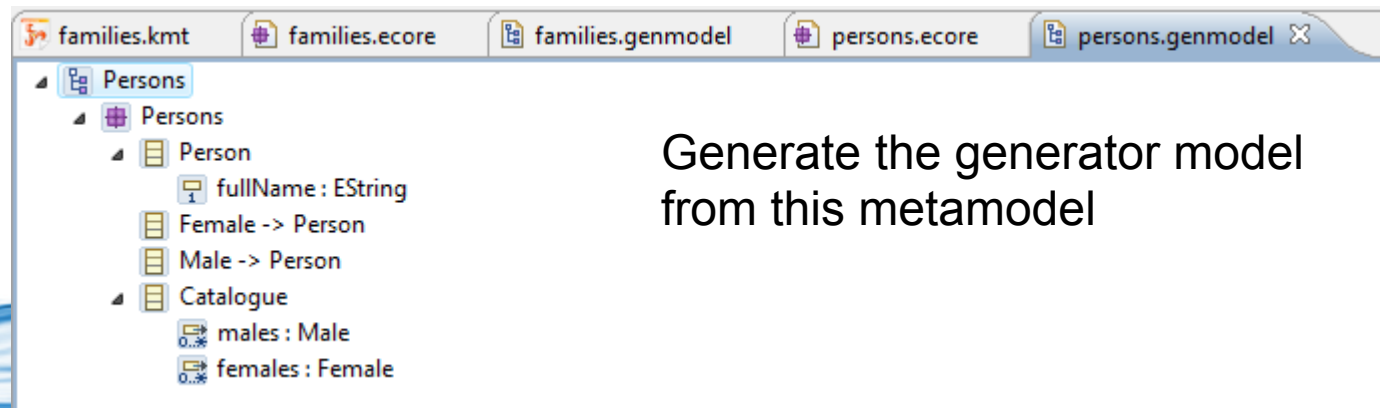


Create the Ecore model persons





Create the metamodel as follows

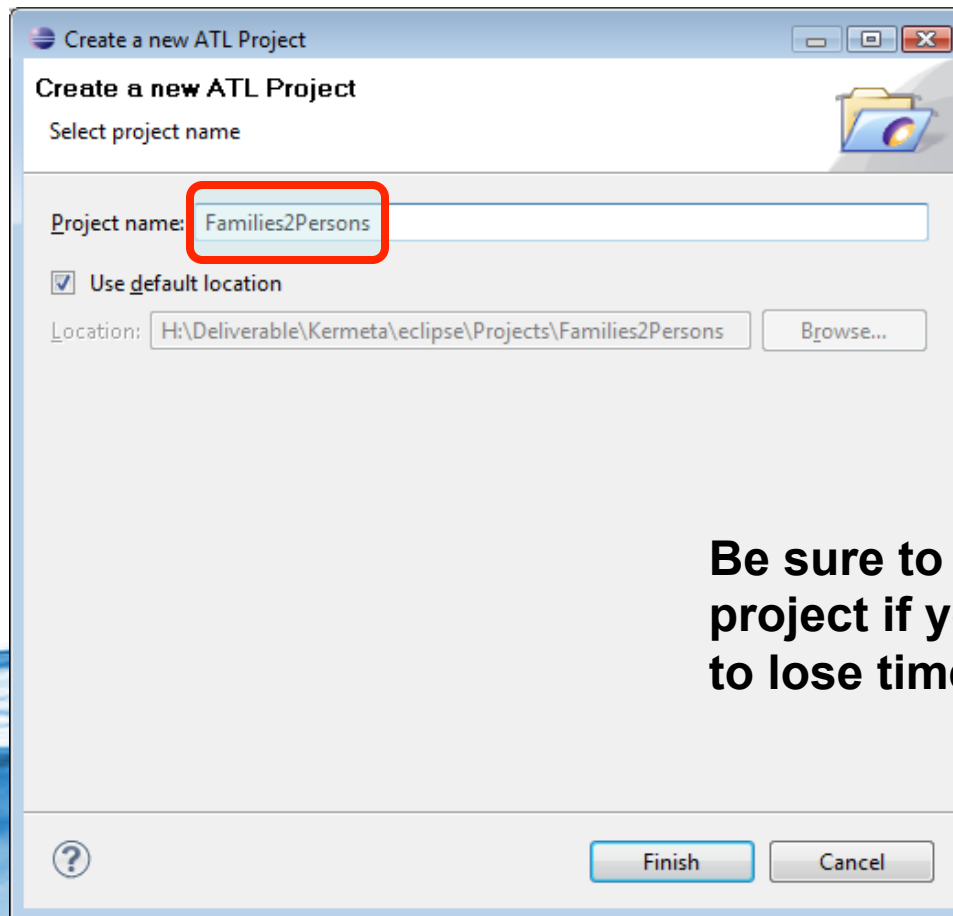


Generate the generator model  
from this metamodel

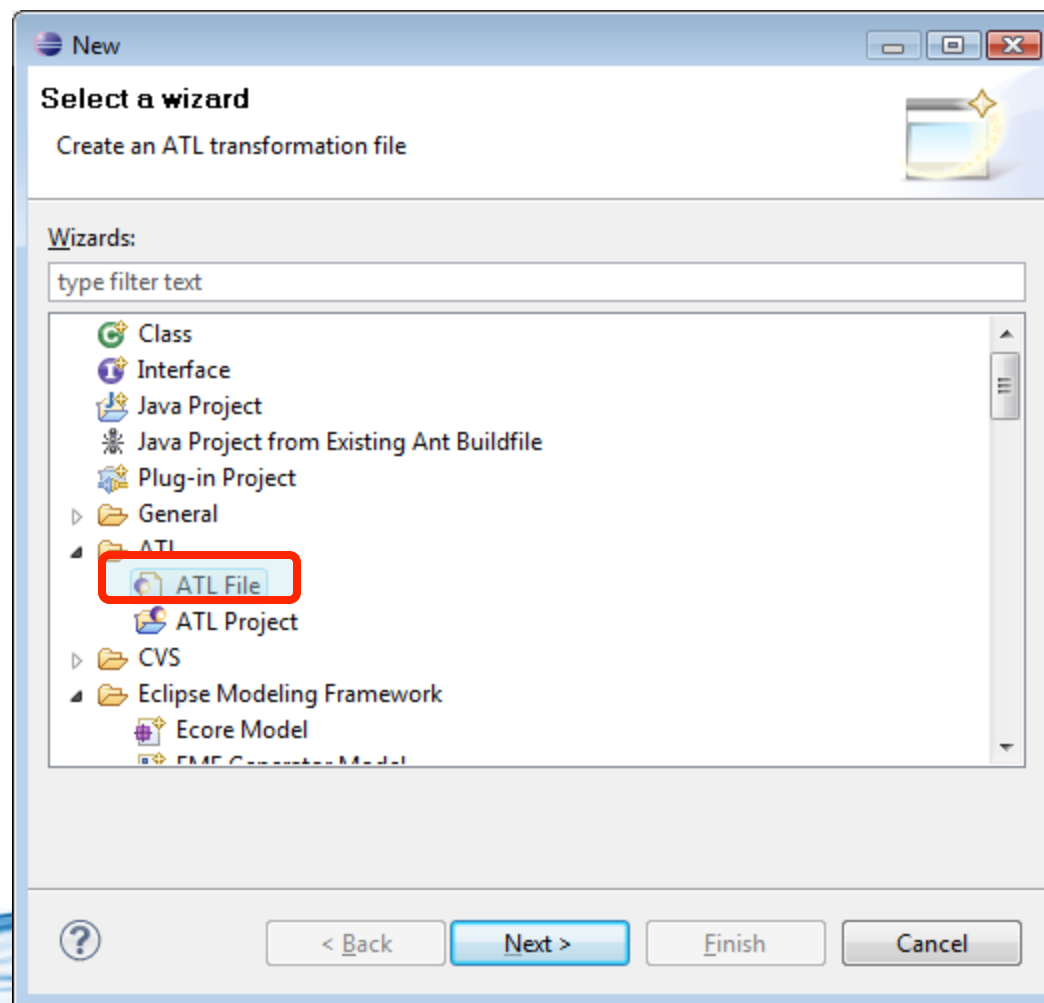
Then generate all

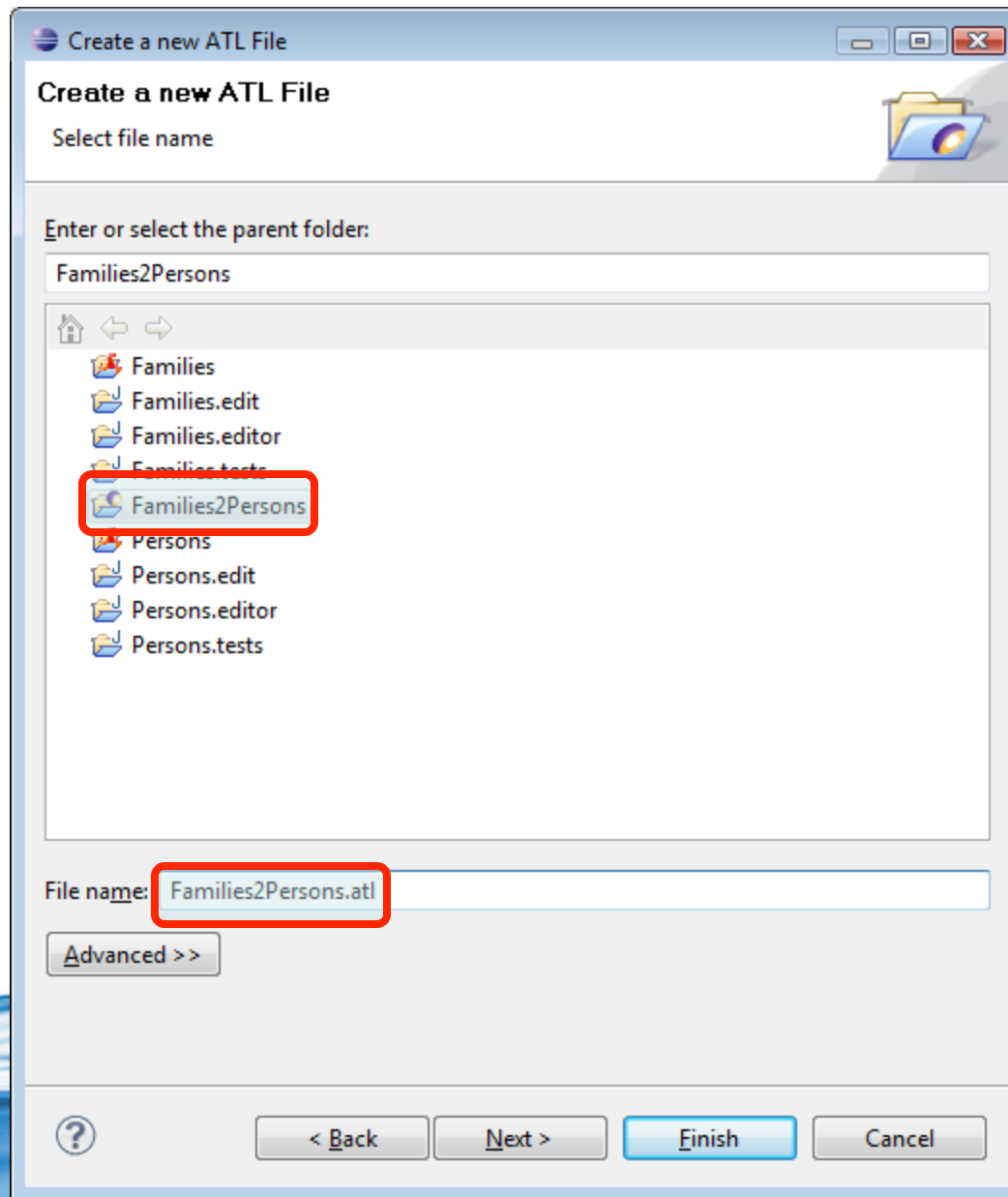
# Create the transformation rules

- File>New>Other>ATL>ATL Project




**Be sure to use an ATL project if you don't want to lose time finding the asm file**





Create a new ATL File

### ATL Header parameters

 There must be at least one input model

Module Name:

File Type:


Input Models:

Output Models:

Libraries:

Do you want to create the launch configuration?

☒ Generate configuration



**New Input Model**

**Naming**

Model Name: IN

Metamodel Name: Families

**Metamodel Location (optional)**

Resource URIs:

platform:/resource/Families/metamodel/families.ecore

**New Output Model**

**Naming**

Model Name: OUT

Metamodel Name: Persons

**Metamodel Location (optional)**

Resource URIs:

platform:/resource/Persons/metamodel/persons.ecore



Create a new ATL File

### ATL Header parameters

Create ATL Header parameters

Module Name: Families2Persons

File Type: module

Input Models: IN : Families (platform:/resource/Families/metamodel/fa

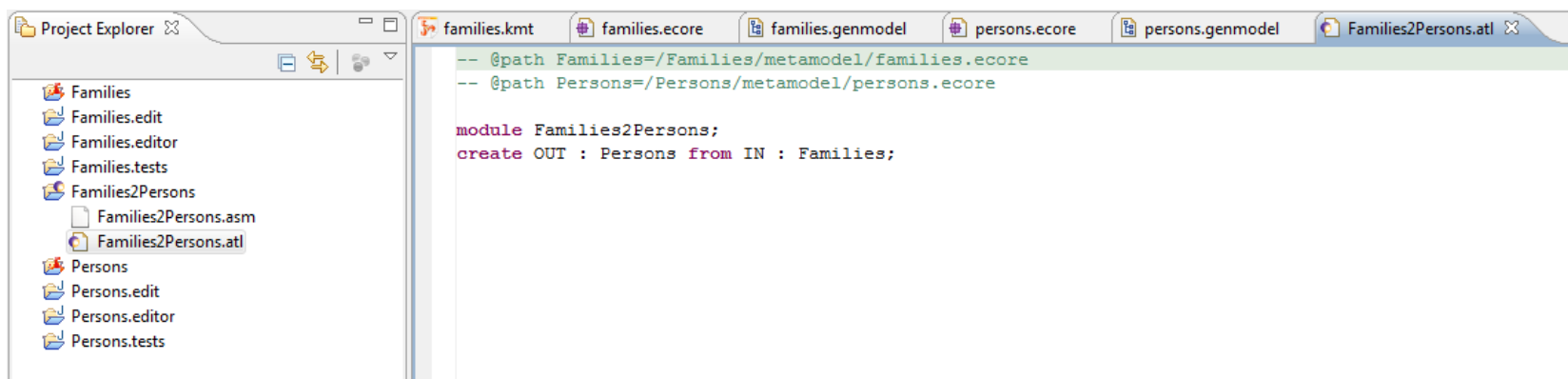
Output Models: OUT : Persons (platform:/resource/Persons/metamodel/

Libraries:

Do you want to create the launch configuration?

☒ Generate configuration

< Back Next > Finish Cancel



# Families2Persons.atl

```
-- @path Families=/Families2Persons/Families.ecore  
-- @path Persons=/Families2Persons/Persons.ecore
```

```
module Families2Persons;  
create OUT : Persons from IN : Families;
```

```
helper context Families!Member def: familyName : String =  
    if not self.familyFather.ocllsUndefined() then  
        self.familyFather.lastName  
    else  
        if not self.familyMother.ocllsUndefined() then  
            self.familyMother.lastName  
        else  
            if not self.familySon.ocllsUndefined() then  
                self.familySon.lastName  
            else  
                self.familyDaughter.lastName  
            endif  
        endif  
    endif  
endif;
```

# Families2Persons.atl

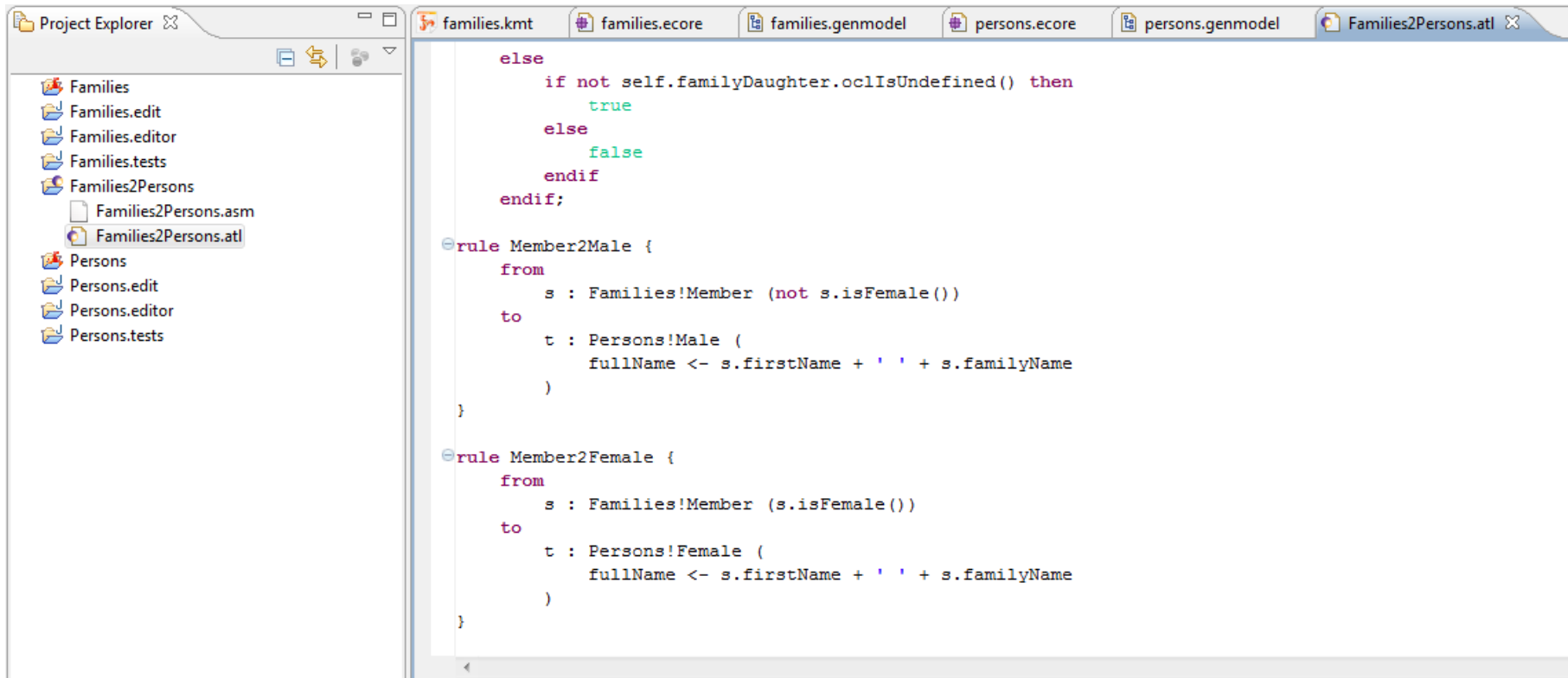
```
helper context Families!Member def: isFemale() : Boolean =  
    if not self.familyMother.ocllsUndefined() then  
        true  
    else  
        if not self.familyDaughter.ocllsUndefined() then  
            true  
        else  
            false  
        endif  
    endif;  
endif;
```

```
rule Member2Male {  
    from  
        s : Families!Member (not s.isFemale())  
    to  
        t : Persons!Male (  
            fullName <- s.firstName + ' ' + s.familyName  
        )  
}
```

# Families2Persons.atl

```
rule Member2Female {  
  from  
    s : Families!Member (s.isFemale())  
  to  
    t : Persons!Female (  
      fullName <- s.firstName + ' ' + s.familyName  
    )  
}
```

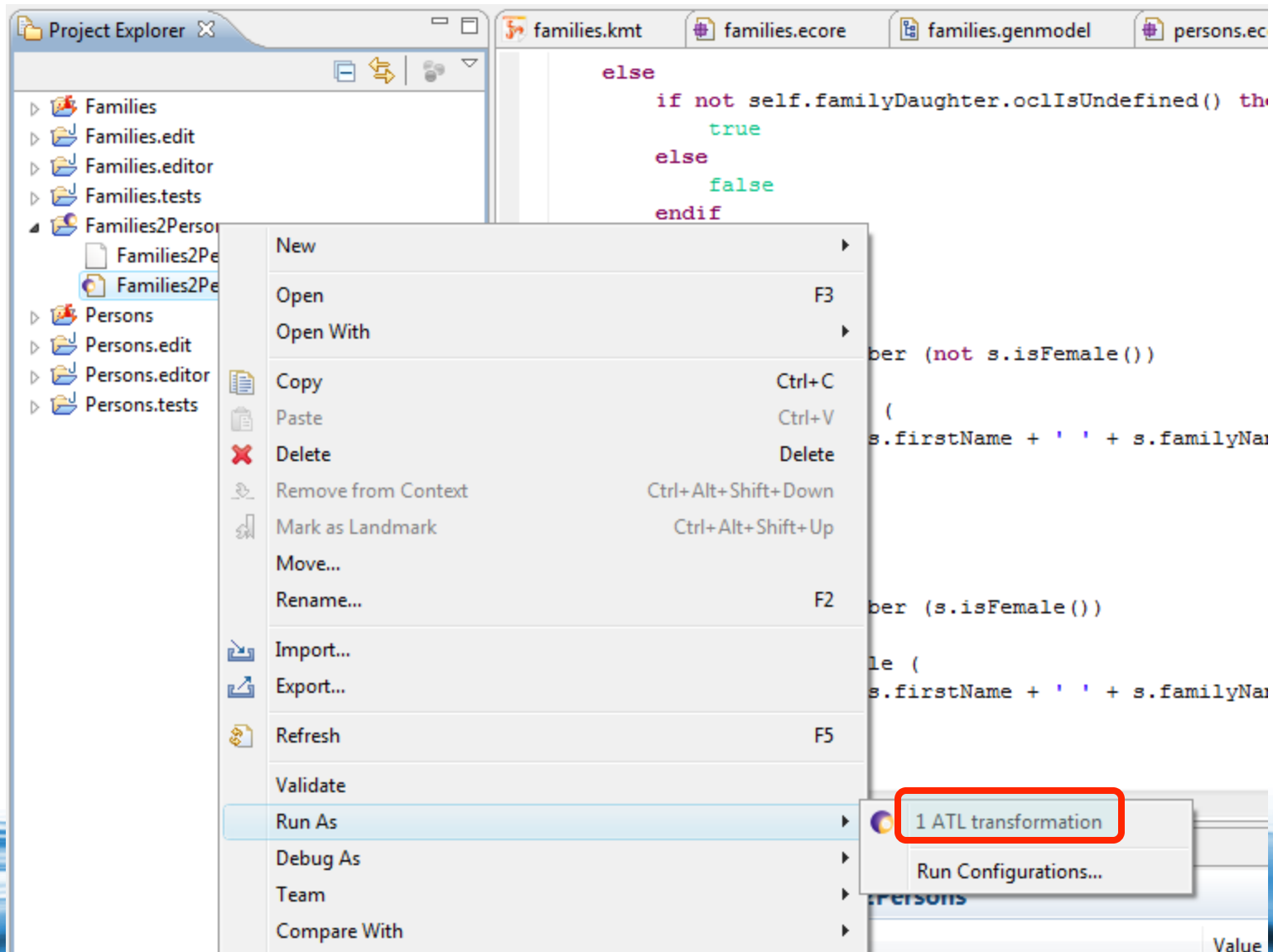
# Last step!



Families2Persons.asm is the assembler version of the ATL file for use on the ATL virtual machine



## Right-click on the ATL file



Edit Configuration

**Edit configuration and launch.**

Please, give a path for IN

Name: Families2Persons

ATL Configuration Advanced Common

ATL Module

/Families2Persons/Families2Persons.atl Workspace...

Metamodels

Families: /Families/metamodel/families.ecore

☐ Is metamodel Workspace... File system... EMF Registry...

Persons: /Persons/metamodel/persons.ecore

☐ Is metamodel Workspace... File system... EMF Registry...

Source Models

IN:

conforms to Families Workspace... File system...

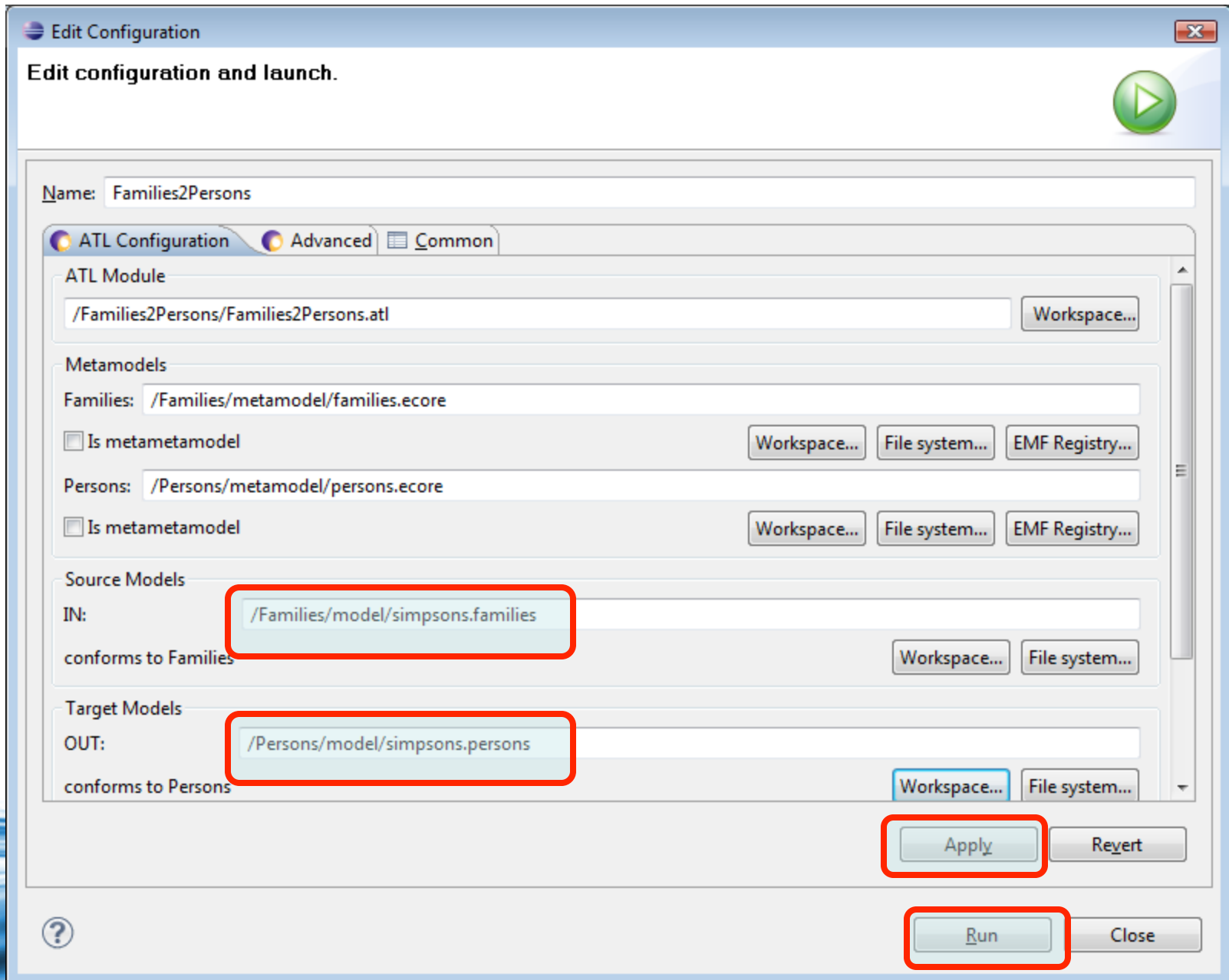
Target Models

OUT:

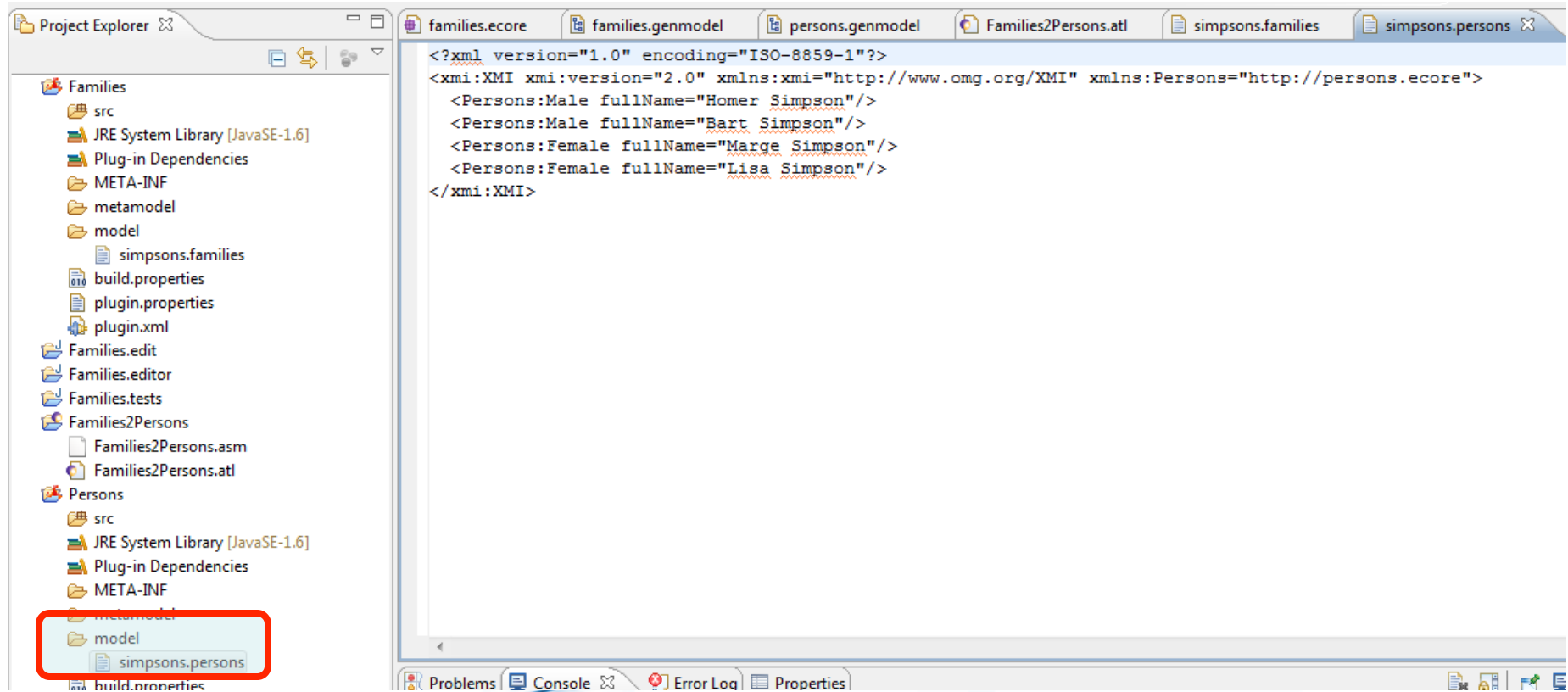
conforms to Persons Workspace... File system...

Apply Revert

? Run Close



If you are lucky, you should see this



Another bug: errors are not in Error log tab  
but in Console tab...

# Kermeta

## Advantages

- MDE tool with metamodeling, modeling and transformation

## Drawbacks

- Not easy to understand the Kermeta notation and OCL
- Developing from metamodels to code is long and painful task

# Labs on Kermeta (MDE)

- Install Kermeta
- Realize all the steps for a domain (Books-> Publications, your domain)
  - Source metamodel
  - Source model
  - Target metamodel
  - Transformation rules



# Domain-specific Languages (DSL)

# Domain-specific Languages (DSL)

*A domain-specific language (DSL) is a programming or executable specification language that offers, through appropriate notations and abstractions, expressive power focused on, and usually restricted to, a particular problem domain.*

# Domain-specific Languages (cont'd)

- MDA and MDE provide editors to create metamodels and models, ideal for users not fluent with computers
- Developers prefer some programming approaches
- Ease reuse by copy and paste

# Domain-specific Languages (cont'd)

- You already know some DSL...

# Domain-specific Languages (cont'd)

- Microsoft Excel macro commands
- Visual Basic for Applications
- \*nix commands
- Matlab
- SQL

# Domain-specific Languages (cont'd)

Several alternatives to realize DSLs:

- *The old (geek?) school*: use a lexer (lex, flex) and a parser (yacc, bison) to create a DSL, use Emacs to use the DSL
- *The fashion way*: use a dynamic language (Smalltalk, Ruby)
- *The model-driven way*: use Xtext



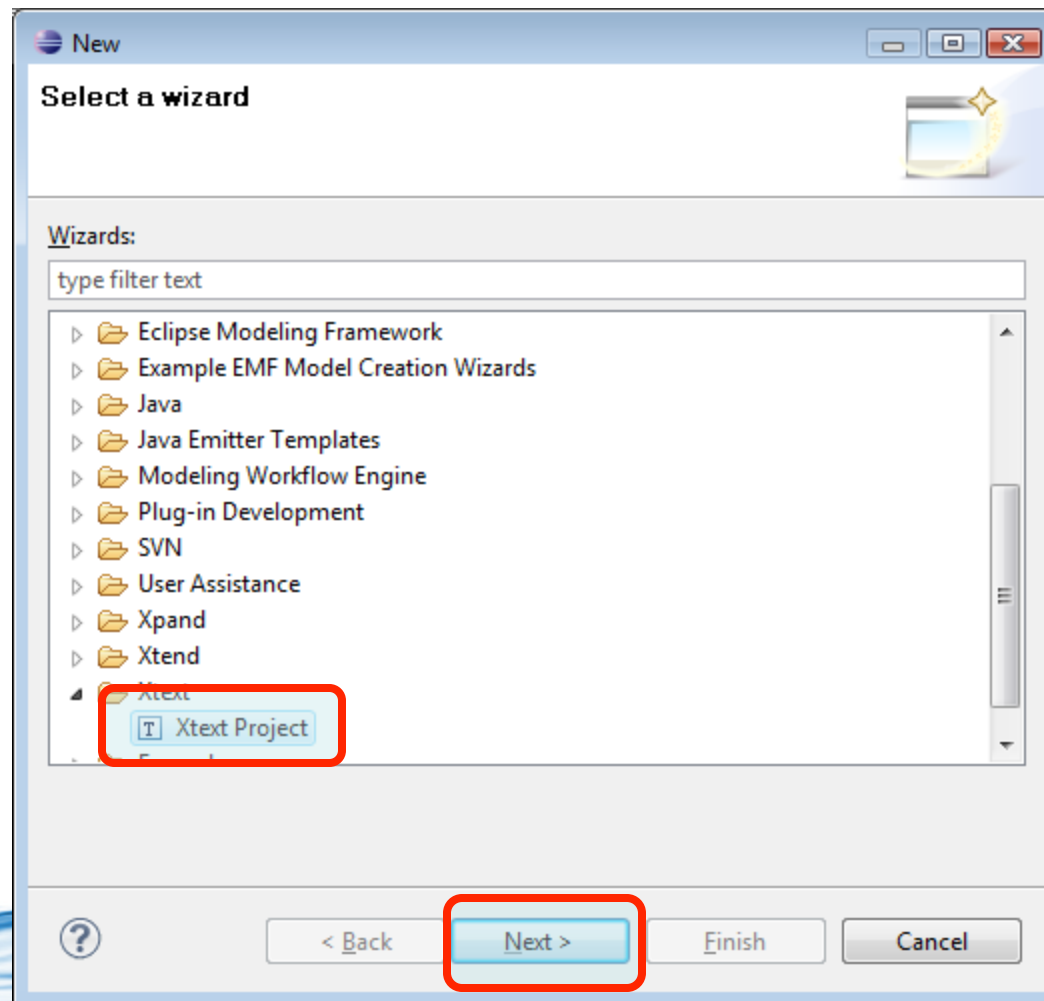
# DSL in practice

# Xtext

- Framework for the development of domain-specific languages
- Fully benefits of Eclipse
  - Syntax coloring
  - Code completion
  - Code templates
  - Eclipse perspectives and views
- Model to Text tool

Create a project

File>New>Xtext>Xtext Project



New Xtext Project

**Xtext project wizard**


This wizard creates a pair of projects for your Xtext DSL.

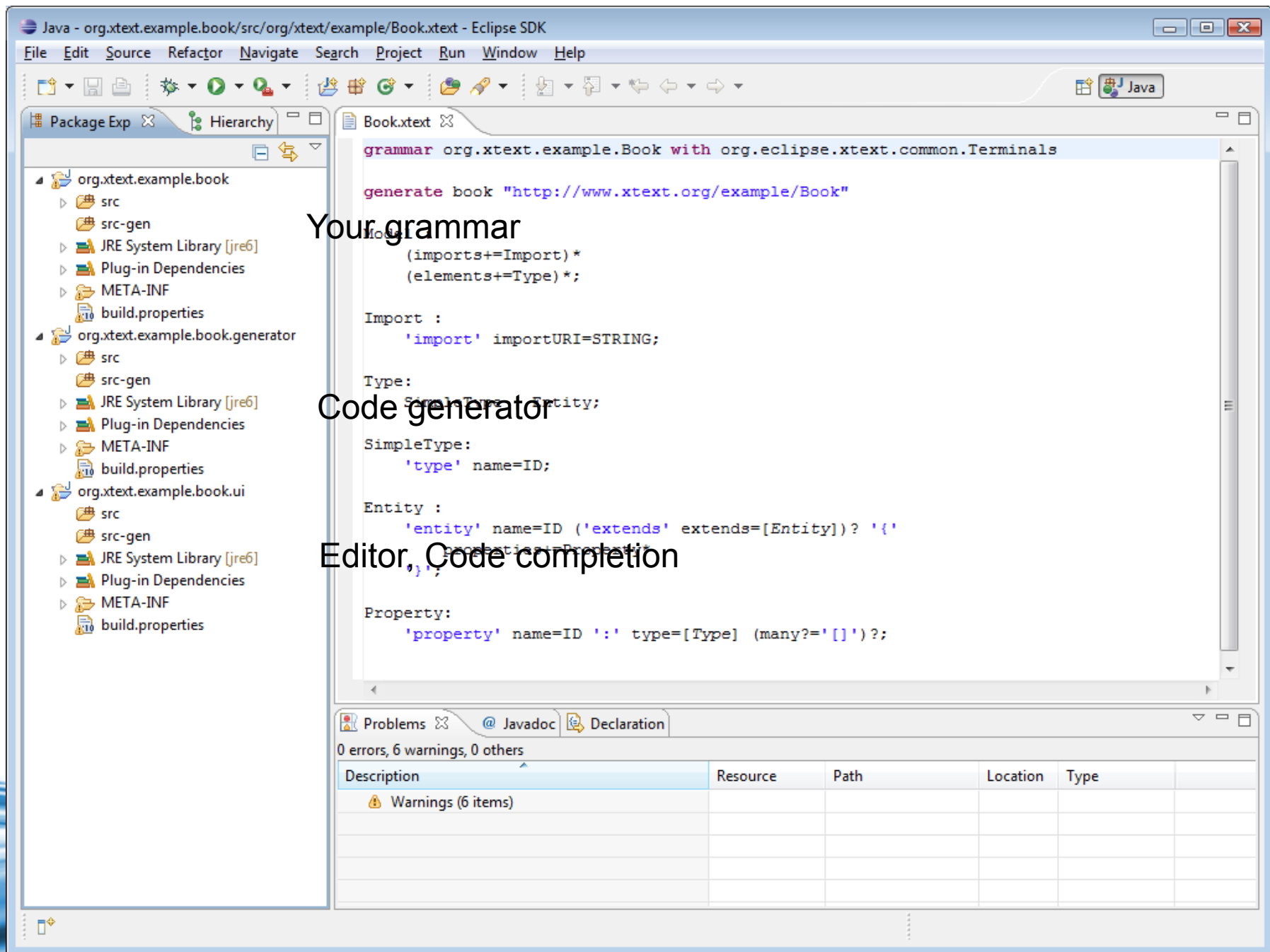
Main project name:

Language name:

DSL-File extension:

Create generator project: ☒





Your grammar

Code generator

Editor, Code completion

The grammar for your DSL, looks like a model...

```
Book.xtext ✕  
  
grammar org.xtext.example.Book with org.eclipse.xtext.common.Terminals  
  
generate book "http://www.xtext.org/example/Book"  
  
Model :  
    (imports+=Import)*  
    (elements+=Type)*;  
  
Import :  
    'import' importURI=STRING;  
  
Type:  
    SimpleType | Entity;  
  
SimpleType:  
    'type' name=ID;  
  
Entity :  
    'entity' name=ID ('extends' extends=[Entity])? '{'  
        properties+=Property*  
    '}'  
  
Property:  
    'property' name=ID ':' type=[Type] (many?='[]')?;
```



# Book DSL

- Libraries
  - Contains Books
- Books
  - Title
  - One or more Authors
  - One or more Chapters
- Authors
  - First Name, Last Name, Date of Birth
- Chapters
  - Number
  - Number of Pages
  - Text

Here is our grammar in Xtext  
Terminals between quote characters  
Nonterminals with a ':'

```
Book.xtext X
grammar org.xtext.example.Book with org.eclipse.xtext.common.Terminals

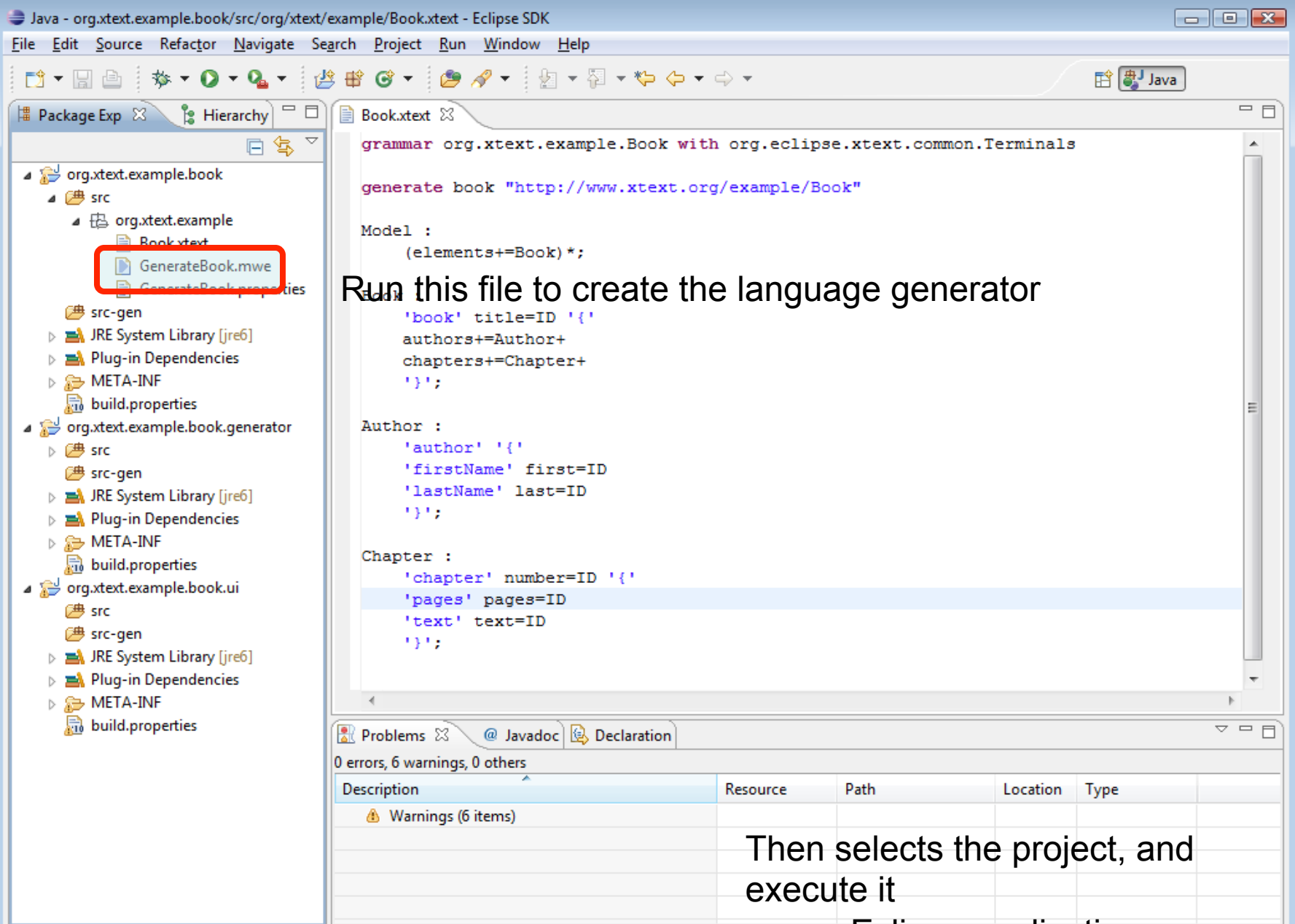
generate book "http://www.xtext.org/example/Book"

Model :
    (elements+=Book)*;

Book :
    'book' title=ID '{'
    authors+=Author+
    chapters+=Chapter+
    '}';

Author :
    'author' '{'
    'firstName' first=ID
    'lastName' last=ID
    '}';

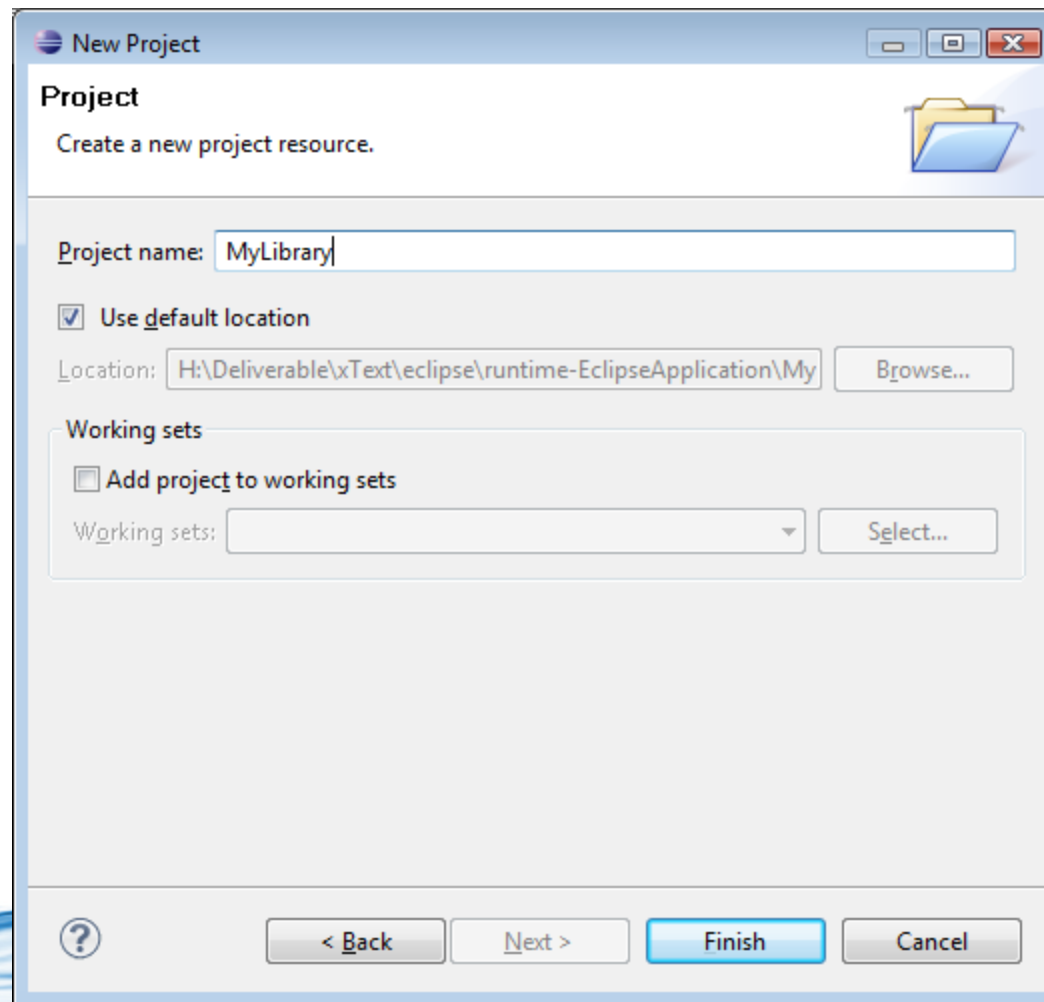
Chapter :
    'chapter' number=ID '{'
    'pages' pages=ID
    'text' text=ID
    '}';
```

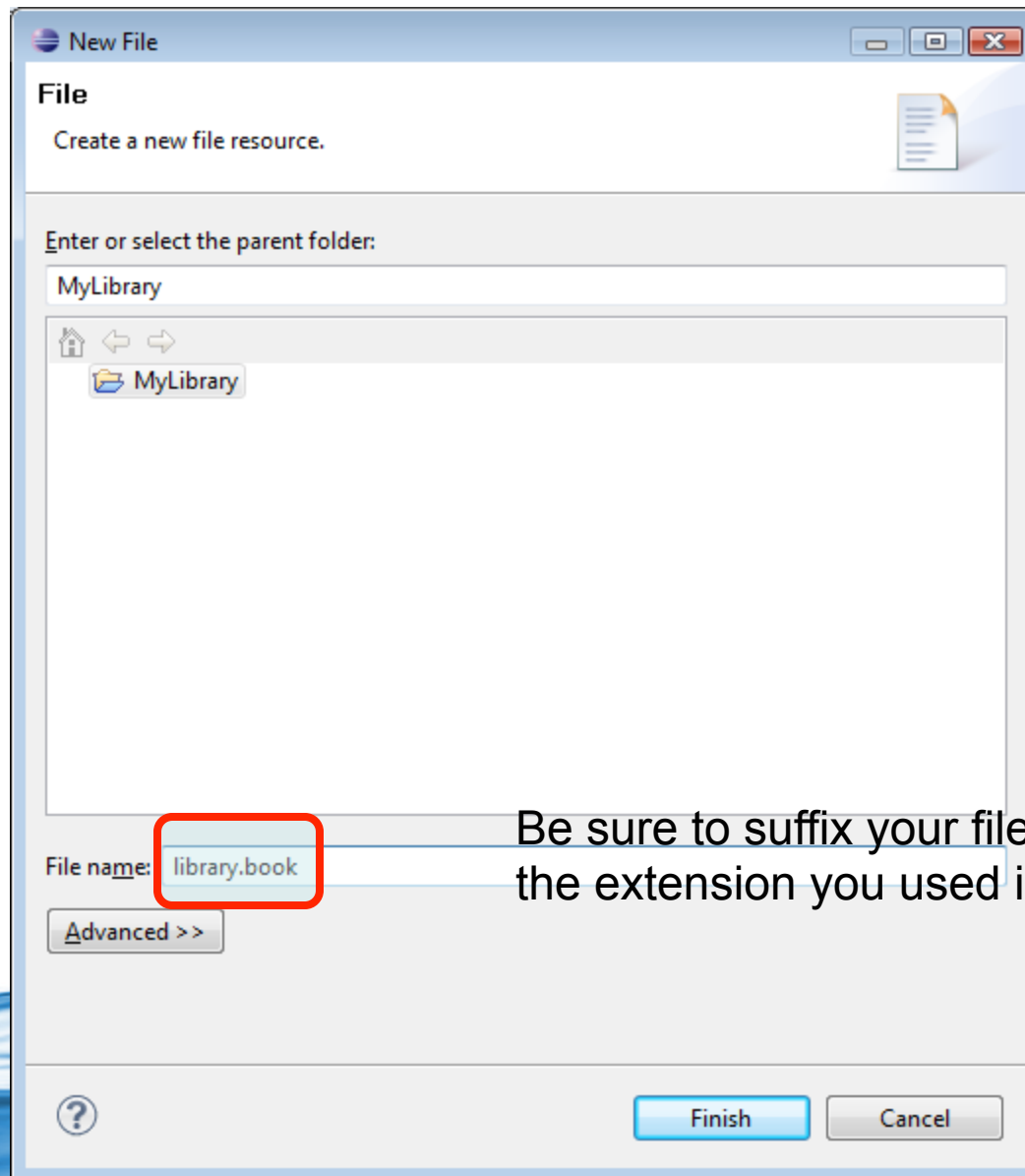


Run this file to create the language generator

Then selects the project, and  
execute it  
as an Eclipse application

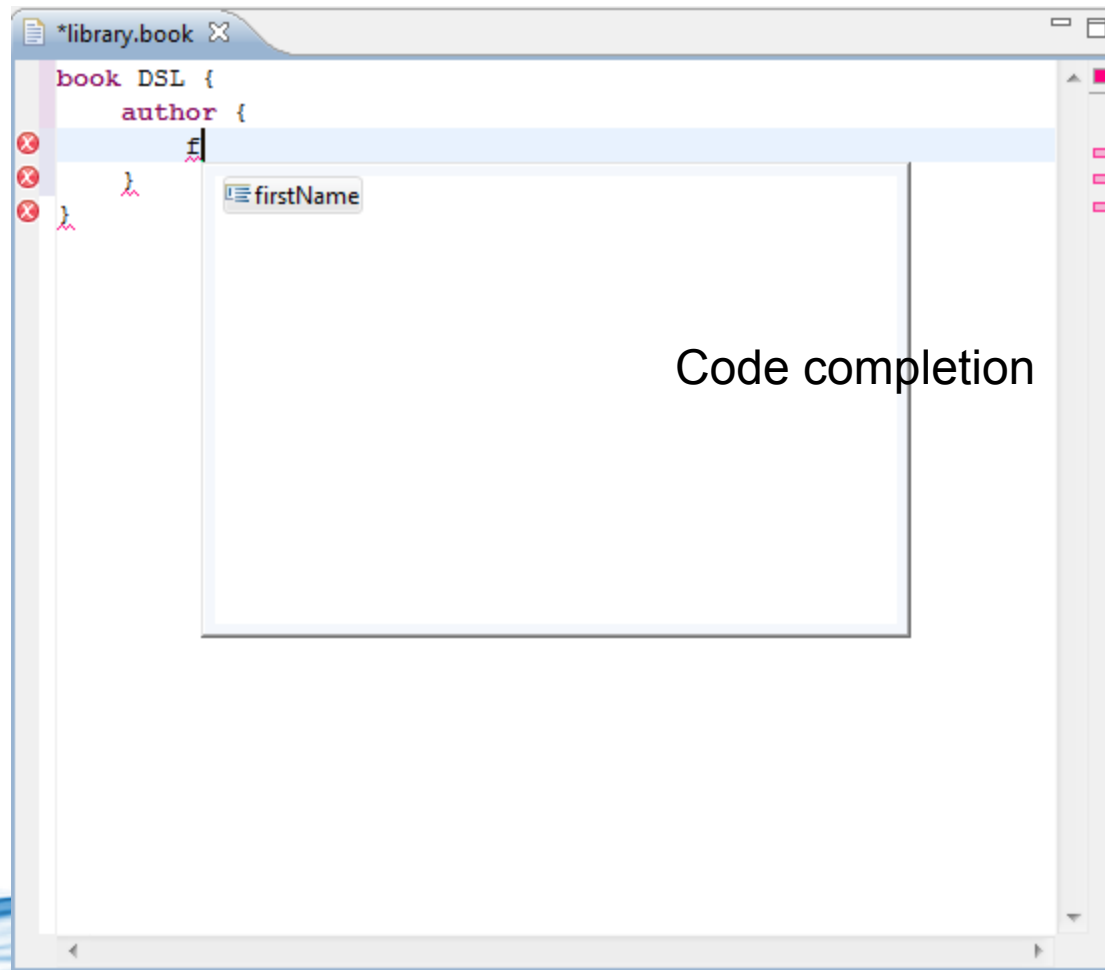
In this second Eclipse, create a new project File>New>General>Project





Be sure to suffix your file with the extension you used in the project


Syntax coloring



Code completion



The current grammar was limited, it is difficult to enter data,  
Update the grammar as follows

A screenshot of an Eclipse IDE window titled 'Book.xtext'. The editor displays an Xtext grammar. The 'generate' line is highlighted in blue. The grammar defines a 'Model' with a list of 'Book' elements, and three non-terminals: 'Book', 'Author', and 'Chapter'. The 'Book' non-terminal is currently selected, showing its internal structure with attributes like isbn, title, authors, and chapters.

```
Book.xtext ✕  
  
grammar org.xtext.example.Book with org.eclipse.xtext.common.Terminals  
  
generate book "http://www.xtext.org/example/Book"  
  
Model :  
    (elements+=Book) *;  
  
Book :  
    'book' isbn=ID title=STRING '{'  
    authors+=Author+  
    chapters+=Chapter+  
    '}' ;  
  
Author :  
    'author' '{'  
    'firstName' first=STRING  
    'lastName' last=STRING  
    '}' ;  
  
Chapter :  
    'chapter' number=INT '{'  
    'pages' pages=INT  
    'text' text=STRING  
    '}' ;
```

# One final step

- Xtext approach:
  - Code generating from the model defined before.
- Still incomplete in Xtext

# Labs in Xtext (DSL)

- Install Xtext
- Develop a DSL for publications (like Bibtex but simplify the metamodel)

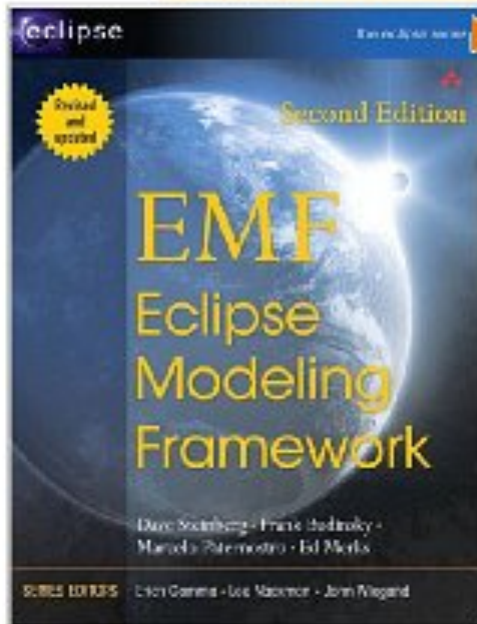
# Conclusion

- Model-driven Architecture is a reality in industry
- Developers have to be trained to work on Model-driven Engineering
- Several tools available:
  - MDA
  - MDE
  - M2M
  - M2T

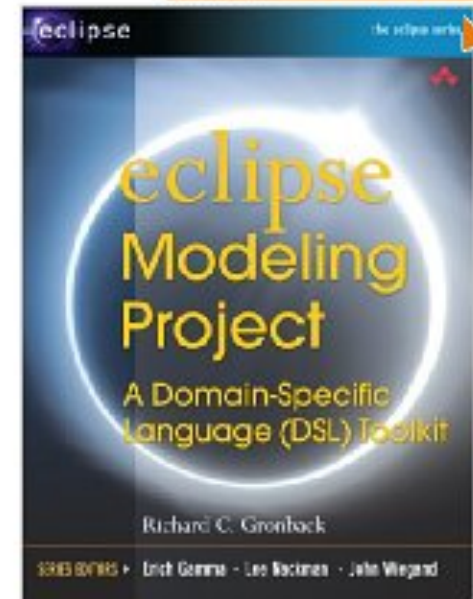
Thanks a lot for your attention



Cliquez pour **Feuilleter!**



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